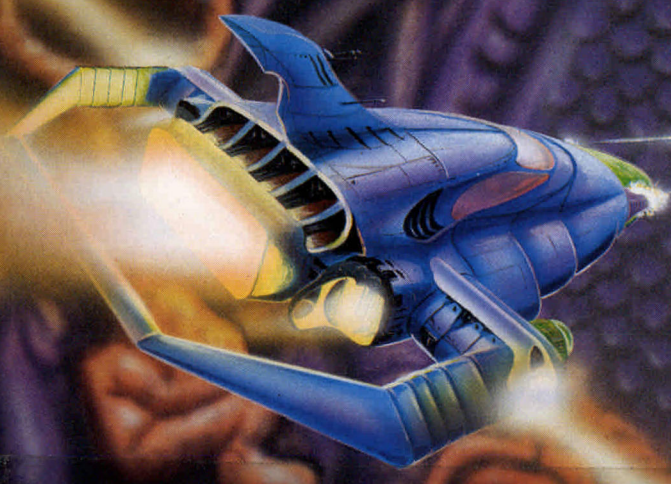


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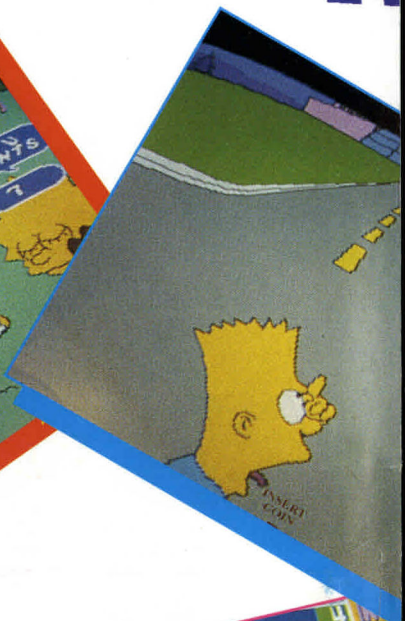
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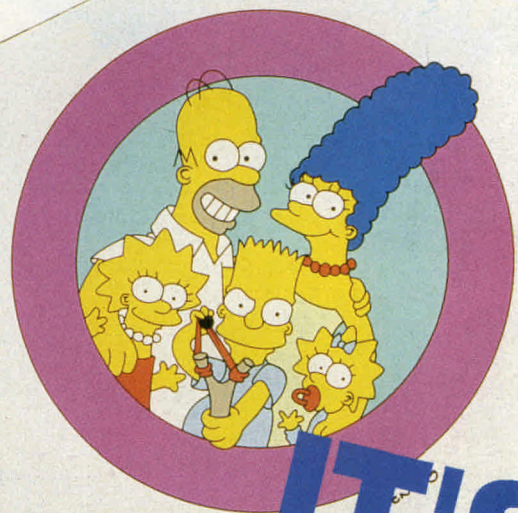
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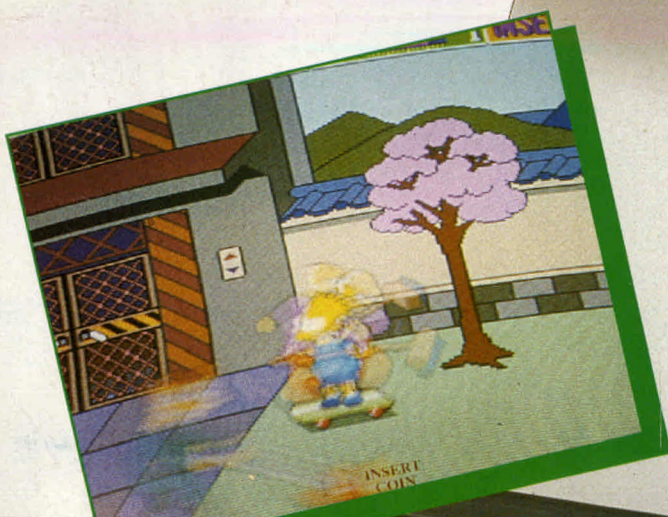
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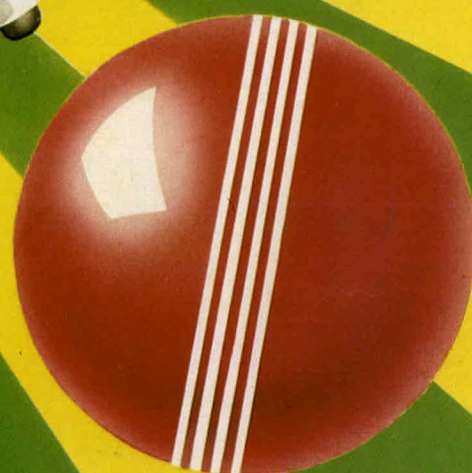


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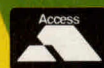
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Action Packed!



News4

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



Super Leagues12

We've compiled the most informative and comprehensive set of games charts that you could ever hope to see. If there's a game that you're thinking of checking out then look no further.



Action Cover Disk14

Another two great, fully playable demos to grace the Amiga Action coverdisk. This month we feature Championship Athletics, the debut from Hawk Software and UbiSoft's platform romp, Little Beau.



Boggit's Domain17

If adventures are your love and you're having a few problems with your favourite game then your best bet is to ask the Boggit. You can guarantee that he'll have some of the answers, if not all.



Final Fight Update22

Join us as we take a sneak preview of Creative Materials' conversion to the Amiga of this classic arcade beat'em-up, now approaching the closing stages of its development.



TVS/Bitmap Brothers Compo52

Enter our sensational competition and you could have stars in your eyes with a visit to the TVS television studios in Maidstone, courtesy of Renegade and the Bitmap Brothers.



Giving the Game Away68

The GTGA section keeps on improving, now with the new-look Small Tips. This month we guide you through Lords of Chaos, Switchblade II and the next four levels of Gremlin's Hero Quest.



Tech — Spec99

If you're sick of clicking on icons to be greeted by nothing but errors, Paul Austin our resident technological whiz kid and general troubleshooter takes a closer look at info files.



Demos100

Once again, Peter Lee takes on the unenviable and mammoth task of sifting through the latest offerings from PD libraries and puts his neck on the line by picking the best of the bunch.



Late Kick Off102

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.

The games that appear in this issue's Late Kick Off are:
Llmatron, Champion of the Raj, Cricket, Conflict: Middle East and Crime Does Not Pay.

SIDE LINERS

JUST A LEARNER

A few issue's back we reviewed Team Suzuki from Gremlin Graphics. It puts you in the place of one of the members of the Suzuki Racing Team. You compete on a series of gruelling racers against 15 other racers to become the world champion.

Now many of you out there found it a little hard to get the high powered bikes around the curving and twisting courses like Suzuka and Donnington. So Gremlin, in their infinite wisdom, have decided to release a Learner disk, totally free of charge!

The game stands alone and consists of a single practice track to race around. The speed is set to a certain level and once you have gained a reasonable lap time it increases slightly. This continues to happen until you are finally judged suitable for the proper game.

The Learner disk has been included with the Team Suzuki game but if you purchased a copy before it was included then you can get one, from Gremlin Graphics, Learner Disk, Carver House, 2-4 Carver Street, Sheffield, S1 4FS, and it won't cost you a single penny!



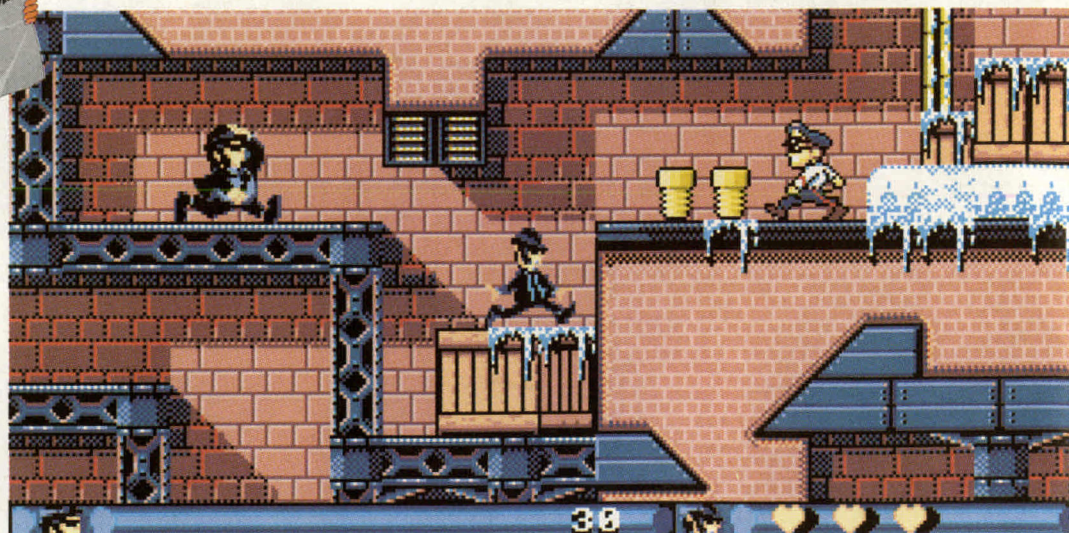
FORMULA 1

After the reasonable success of I Play 3D Soccer, Simulmondo have just announced that they will soon be releasing Formula 1 which uses vector graphics which they claim are both faster and smoother than in any other racing game seen before.

Formula 1 is to be marketed in the UK for the Amiga by Software Inspirations, the company who own Impressions. The price will be £25.99.



004
AMIGA
ACTION



THE BLUES BROTHERS

The Blues Brothers has been a long time coming but, courtesy of Titus, it has finally hit the Amiga scene. Most of you should know the storyline of one of the greatest films ever, but for those of you who don't, here is a little summary.

The plot follows the exploits of two Rhythm 'n' Blues faithfuls named Jake and Elwood. After Jake is released from prison the two brothers set off on a mission from God, to save the church. Along the way they are involved in some pretty hair-raising scrapes with the law but manage to gather the members of their old group and stage a concert to raise money.

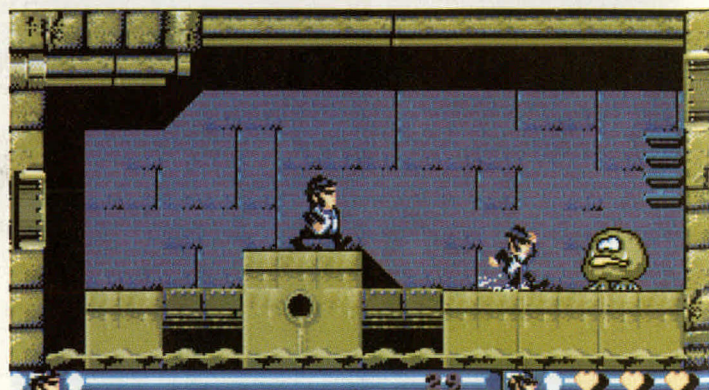
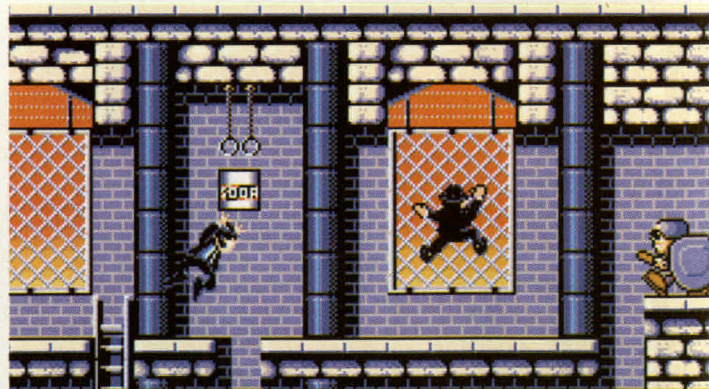
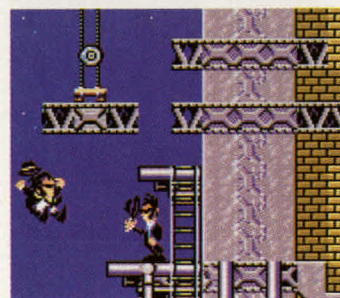
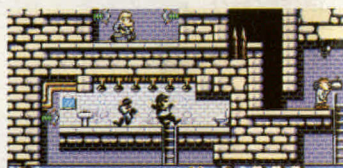
Unfortunately, they are caught by the police, army, delta force and other forces and end up singing

rock numbers in their jail.

The computer game follows the film pretty closely but concentrates on Jake and Elwood's attempts to conquer the stage and set up the conditions for their long overdue concert.

There are five levels two work through and players can control either Jake or Elwood or both together. In basically a platform game, players must avoid the law, enter department stores, prison cells, sewers and many other dangerous places.

The Blues Brothers boasts over 200 different scenes of gameplay, the original film sound-track and multi-directional scrolling. Can't wait. There is no release date or price yet, we will keep you posted!



WAR ZONE



The year is 1999, World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios. War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.



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SIDE LINERS

NEWS

G A T E W A Y

Gateway is the latest release to come from US Gold/SSI and begins a new era of role-playing adventure in the Forgotten Realms.

Starting in the town of Yarter, you must adventure over a large area of wilderness on a quest to gather four magical statuettes. With these items of power you can thwart the invasion of evil across the previously impassable Great Desert of Anarach.

Gateway should be available from US Gold sometime in July or August with the price yet to be announced.



The land contained in Gateway is massive and will take even the most experienced of adventurers time to explore and investigate.

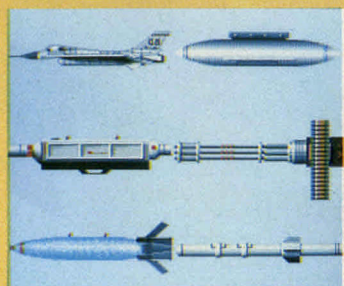


There is plenty of treasure to be found but you're going to have to kill some pretty nasty monsters beforehand.

FALCON CD-TV

Falcon from Mirrorsoft was a massive seller on the 16 bit computers and those of you who are hoping to upgrade to a CD-TV will soon be able to purchase the game on your machines.

There have been a few improvements such as real footage for the introductory screens as well as speech synthesis when piloting the plane which allows players to talk to each other via a link between their machines. Falcon should hit the streets in July with a price to be released in the near future.



006
AMIGA
ACTION

THE ULTIMATE UTOPIA

Gremlin Graphics never cease to amaze and it's getting just a little tedious having to keep mentioning the excellent products they are releasing but unfortunately this news piece is gonna' follow the same line.

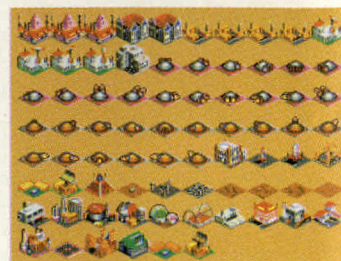
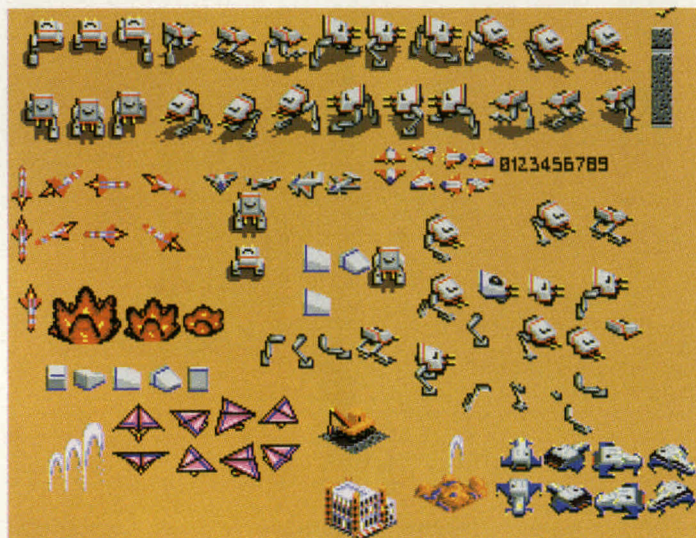
Utopia has been written by Graeme Ing who has put a great deal of time and care into the product which is shaping up very nicely indeed. When we last saw it a lot of the sprites had not been finished but work has been progressing well and is nearly finished.

The game is a little like Populous but has more of an arcade bent with two opposing forces battling it out to keep their land safe from harm and eventually build a perfect living environment, hence the name.

Control is through the use of icons which can be used to place buildings, arm the forces with the latest developments in warfare and most importantly, keep the populace happy and well supplied. Every now and then the enemy will launch an attack and so you will need to go on the defensive and disperse your military forces in order to thwart the enemy's attack.

However, some enemy will reach their targets and destroy vital building and supplies. You will then need to remanage the economy in order to accumulate cash to restore the damaged property to 100%. Failure to do so will result in your demise.

Utopia should be finished shortly and will retail for £25.99. We will soon be able to give you an in-depth review of what promises to be an excellent game.



Utopia is the latest release from Gremlin Graphics and is a mix between Populous and Sim City. The basic idea of the game is to create a perfect land where people can thrive and the population increase. However, an alien force has other plans. They are also

trying to build a Utopia and the last thing they want is someone else building a better land than theirs. They have decided to attack your little world and set its development back. You must build an army and play them at their own game by destroying their land.

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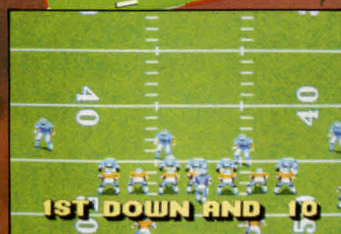
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SIDE LINERS

ZONE WARRIOR

Zone Warrior from Imagitec Design Ltd, under the Electronic Arts company, is a multi-directional platform game featuring some highly-polished graphics and 18 different musical scores. The game is based around the Terminator and has been in development for two years.

The story goes like this: When the Greeks took over The Big-O, they didn't just capture the greatest space station yet created by man, they happened upon the secret of time-travel. Within a matter of months, a devious plan had been devised to wreak havoc upon mankind. The Zone Warrior is the last chance of salvation.

There are five time zones within the game: Prehistoric, Egyptian, Medieval, Ancient Japanese and Post-Nuclear. Each zone is a game within itself and will have to be conquered before moving onto the next. Zone Warrior will be released by Electronic Arts soon, priced at £25.99.



There are plenty of nasty aliens that need destroying in Armalyte. This promises to be one of Arc Development's best games yet. Can't be bad.

ARMALYTE

At last, Armalyte has been converted from the C64 on to the Amiga and it's looking very good. The game is basically a shoot 'em-up with plenty of cannon fodder and end-of-level nasties that will keep your heart pounding.

This latest release from Thalamus is programmed by Arc Developments known for Forgotten Worlds, Crackdown and X-Out. From the screenshots it looks pretty certain that Armalyte is going to be a great hit. The release date is imminent and the game will be priced at £25.99.

008
AMIGA
ACTION

FLAMES OF FREEDOM

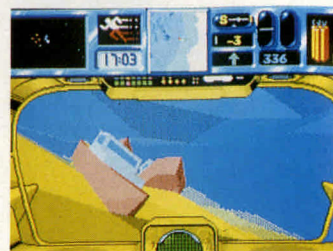
Continuing the story set in Midwinter, Flames of Freedom sees the Midwinter Isle, which has been saved by the threat of invading hordes some 60 years ago, now under threat from an even greater enemy – the Earth's changing climate. Midwinter has now been claimed by the sea!

Agora, a friendly island amid an archipelago of 42 has welcomed the Midwinter survivors into its Atlantic Federation. But now a new

danger threatens. The evil Saharan Empire, a mighty military dictatorship based on the nearby African mainland, has already enslaved the other island communities and is now intent on conflict with the Federation.

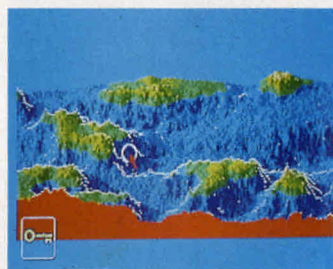
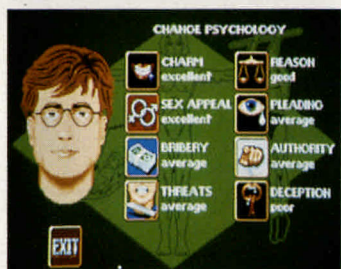
As the best Atlantic Federation Agent, you are charged with the execution of highly dangerous clandestine missions on each of the 41 islands. As with Midwinter, you can create your own character's appearance, physical characteristics and psychology. There are 4,000 other individuals with whom you can interact as well as a variety of missions to attempt.

One of the major interesting elements of Midwinter was the different modes of transport you could take to get around. Flames of Freedom contains 22 modes which will take you across land, through the



air and both across and through the seas. Other attributes include over half a million square miles of accurately mapped terrain using Maelstrom's unique 3D light-sourced fractal landscapes, thousands of buildings to explore and over a dozen different weapons to use.

This could be the game of the year so look out for it. Flames of Freedom, from Microprose, will be available soon with a price tag of £34.99.



THUNDER STRIKES BUT TWICE



Those of you who remember the excellent Thunderstrike by Millenium, will be pleased to know that the sequel is coming out very nicely.

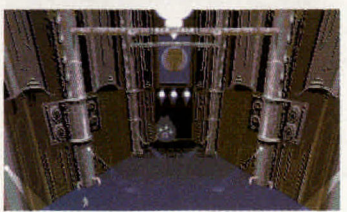
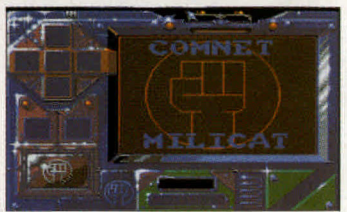
Strike II, programmed by Brian Pollock with graphic work from Jason 'Spock' Wilson, tells the story of Biomechs which were originally designed as slaves and then given their freedom and rights to enter the Strike arena. They have now become the most competitive race ever.

With this greater competition the organisers have created aggressive and single-minded computer controlled adversaries.

There is plenty of action as well as an amazing intro-sequencer which sets the atmosphere and plot perfectly. The graphics were based somewhat around the dreamy images set in the film by Ridley Scott entitled Blade Runner.

There are some 60 different fractal-generated shapes which are used to create the maps required within the game. This gives 65,000 different maps each with 100,000 features.

It's going to be big and the game is looking very good so far. Expect to see it around August.



ProFlight

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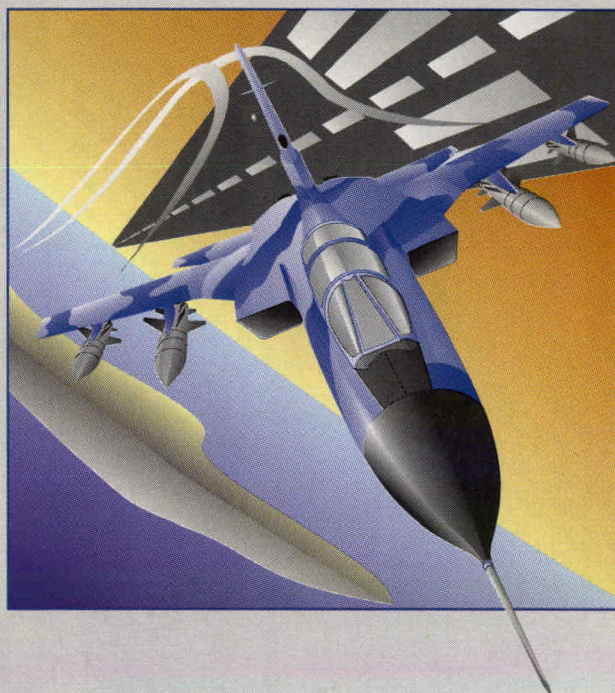


...target spotted...try your cannon...

Some comments from ProFlight Customers

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- "Very well done, the only flight simulator that gets it right! Thanks."
- "Well done!!! It is real!"
- "Superb - without exception the best on the market."
- "Very impressive - brilliant manual."
- "At last - a real flight sim for the purist."
- "Your usual high standard of software. Excellent."
- "For realism, beats anything I have ever seen on a home computer."
- "Good fun & makes me nervous when flying dangerously - 10 out of 10."
- "Brilliant manual, brilliant simulator."
- "Another HiSoft winner!"

These are all unsolicited comments from users of the Atari ST version of ProFlight.



and the Reviews ...

"The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II."

"A great deal of thought has gone into how the plane handles and the controls are very responsive."

ST Action, March 1991.

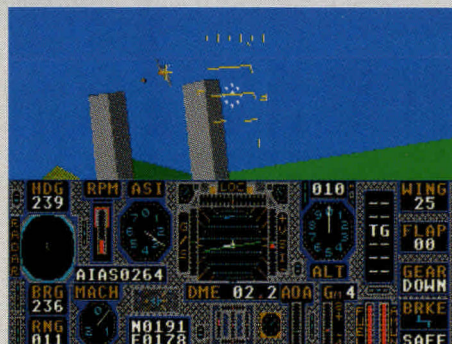
"ProFlight isn't the same as other fighter sims - it really does feel real."

"ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!"

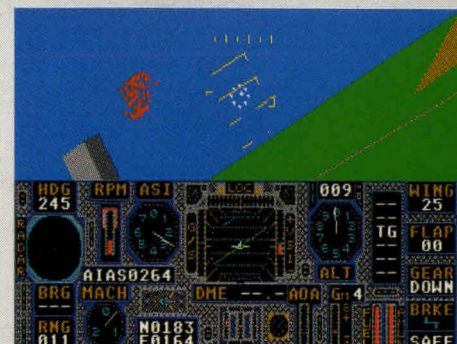
Atari ST User February 1991.



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base...

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Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

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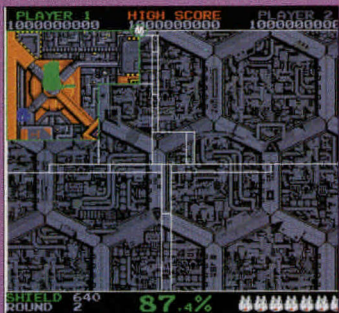
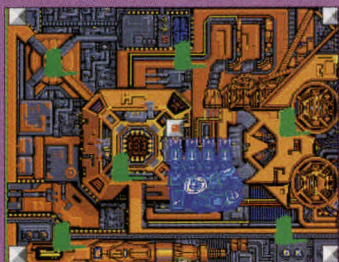
SIDE LINERS



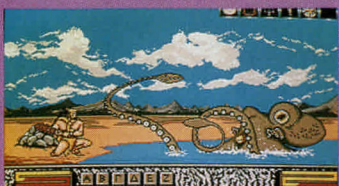
VOLFIED

It may have a funny name but it's a very nice game. Volfied converted from the Taito coin-op is a 90s version of the classic Qix – you know, the one where you draw boxes to fill in the screen.

Volfied retains the basic idea but tarts it up no end with 16 flashy backdrops, a variety of powerups and more sophisticated aliens. Empire's done the converting and plans to release the game sometime in September.



As our hero makes his way across the land he is confronted by plenty of beasts including octopusses and giants.



SON OF ZEUS

This is a fantasy arcade game which takes you to the time of Greek mythology. You are the Son of Zeus who has been trapped on Mount Olympus by the evil Kaos.

The basic plot goes that the Artifact, which has the secret to the power of the gods, has been broken into 12 pieces. You must travel the land in search of the pieces but your journey is hindered by evil demons and mythological beasts.

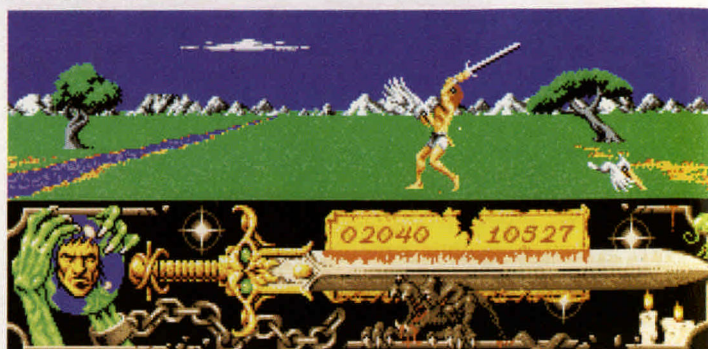
Son of Zeus is due for release from Electronic Zoo sometime in the merry month of September.

THE BRINGER OF DEATH

The demon has been willingly trapped in a magic sword called Deathbringer! Deathbringer was created by a committee of evil wizards in order to destroy Karn the barbarian who, up until now, has thwarted all the wizard's plans.

As destiny dictates, the sword has fallen into the hands of Karn himself and so he sets out to kill the wizards leaving death and destruction in his wake.

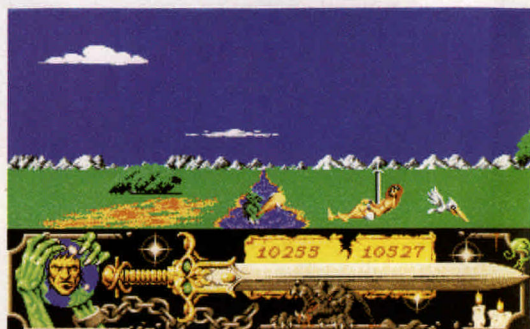
You play Karn and must battle your way through the deadly terrain fighting other warriors, killer trees and Orcs as well as various other foul creatures. Your sword, Deathbringer, is your only ally and you will have to use it skilfully if you are



to succeed. The graphics look very impressive and boast a lot, so this game should be one to look out for.

Deathbringer from Empire offers 30 connecting levels, 20

scenes per level, 600 graphic scenes and 64 frames of animation on the hero. No release date or price yet but we should hopefully have a review in the next issue.



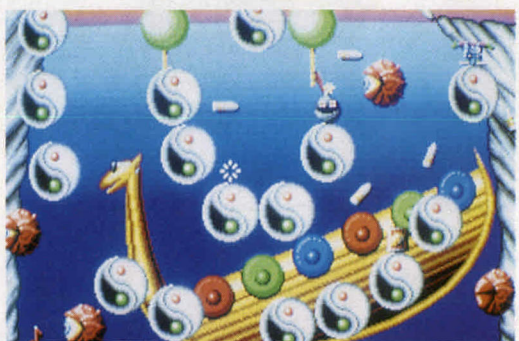
A DROP IN THE OCEAN

CRAZY FOOTBALL

Ocean are also set to release Wild Wheels which is basically a footie game with little cars instead of human players. As soon as the ball is touched by your car it locks onto the bumper. You must then race to the opponent's goal in an attempt to score.

You can play against another opponent or against the computer which controls several opponent cars.

This promises to be one of the wackiest football games ever. The release date is planned for the Summer but no price has yet been released.



WHAT A WIZ KID

Welcome back to the wonderful world of Wiz, scene of Ocean's best-selling, award winning game Wizball. Now programmers of the original, Sensible Software, invite you to attempt Wiz Kid, the prodigal son of Wizball.

Having returned from your journey you discover that your poor old dad has been whisked away and imprisoned in Zark's castle. Obviously, this will not do and being the busy little fellow you are, you begin to redress the balance.

The game has taken a new look from its predecessor with Wiz appearing as a little man with the head characteristic of the object controlled in Wizball. There are bonus levels and hidden rooms so there should be plenty to keep you occupied for quite some time.

Prepare for Wiz Kid's arrival this summer from Ocean Software. It promises to be even better than the excellent Wizball.



The actual football pitch is portrayed in 3D which moves and updates very quickly indeed. The players guide their cars around the playing field attempting to catch the football which will lock on to the front fender when touched. From there, it's a race to the opponent's goal mouth. A map is shown on the right of the screen which will tell the players where they are on the pitch.



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Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
Rock 'n' Roll - By Rainbow Arts	£19.99
Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95

ART PACKAGE - £89.95:

Photon Paint 2.0 - By Microllusions	£89.95
-------------------------------------	--------

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Which computer(s), if any, do you own?

The Amiga Action

A – These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R – These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade **A**
- 2 Secret of Monkey Island **A**
- 3 Space Quest series **A**
- 4 Leisure Suit Larry series **A**
- 5 King's Quest series **A**
- 6 Maniac Mansion **A**
- 7 Elvira – Mistress of the Dark **A**
- 8 Trial by Fire **A**
- 9 Operation Stealth **A**
- 10 Zak McKracken **A**
- 11 Zork Trilogy **A**
- 12 Wonderland **R**
- 13 Hitchhikers Guide to the Galaxy **R**
- 14 Planetfall **R**
- 15 Guild of Thieves **R**
- 16 Demoniak **R**
- 17 Stationfall **R**
- 18 Codename: Iceman **R**
- 19 Conquests of Camelot **R**
- 20 Lurking Horror **R**
- 21 Future Wars **R**
- 22 Ultima series **R**
- 23 Police Quest series **R**
- 24 Loom **R**
- 25 Manhunter series **R**
- 26 Deja-Vu 1 & 2 **R**
- 27 Shogun **R**
- 28 Spellbreaker **R**
- 29 Wishbringer **R**
- 30 Chronoquest series **R**
- 31 Enchanter **R**
- 32 Sorcerer **R**
- 33 Beyond Zork **R**
- 34 Zork Zero **R**
- 35 Suspect **R**
- 36 Beurocracy **R**
- 37 Deadline **R**
- 38 Time **R**
- 39 Infidel **R**
- 40 Corruption **R**
- 41 Fish **R**
- 42 Jinxter **R**
- 43 The Pawn **R**
- 44 Suspended **R**
- 45 Leather Goddesses of Phobos **R**
- 46 Times of Lore **R**
- 47 Colonel's Bequest **R**
- 48 Goldrush! **R**
- 49 Starcross **R**
- 50 Hollywood Hi-jinx **R**

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Cybercon III **A**
- 5 Hunter **A**
- 6 Corporation & Mission Disk **A**
- 7 Eye of the Beholder **A**
- 8 Cadaver **A**
- 9 Hero Quest **A**
- 10 Xenomorph **A**
- 11 Elf **A**
- 12 Rocket Ranger **A**
- 13 It Came... & Ant Head **A**
- 14 Horror Zombies from the Crypt **A**
- 15 Unreal **A**
- 16 Kult **A**
- 17 Mean Streets **A**
- 18 Shadow of the Beast II **A**
- 19 Prince of Persia **A**
- 20 Obitus **A**
- 21 Crystals of Arborea **A**
- 22 Voodoo Nightmare **A**
- 23 Zombi **A**
- 24 Ninja Remix **A**
- 25 Colorado **A**
- 26 Bloodwych & Data Disks **A**
- 27 Gold of the Aztecs **A**
- 28 Escape from Colditz **R**
- 29 Shadow of the Beast **R**
- 30 B.A.T. **R**
- 31 Death Trap **R**
- 32 Treasure Trap **R**
- 33 The Immortal **R**
- 34 Infestation **R**
- 35 Resolution 101 **R**
- 36 Neuromancer **R**
- 37 Ran Xerox **R**
- 38 Batman – The Caped Crusader **R**
- 39 Wierd Dreams **R**
- 40 Sir Fred **R**
- 41 Heroes of the Lance **R**
- 42 Stormlord **R**
- 43 Thunderbirds **R**
- 44 Ghostbusters 2 **R**
- 45 Nightbreed (Interactive) **R**
- 46 Omnicron Conspiracy **R**
- 47 Chaos in Andromeda **R**
- 48 Badlands Pete **R**
- 49 Space Ace **R**
- 50 Dragon's Lair 2 **R**

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Midwinter **A**
- 4 Starglider 2 **A**
- 5 The Killing Cloud **A**
- 6 Interphase **A**
- 7 Dragon's Breath **A**
- 8 Iron Lord **A**
- 9 Pirates **A**
- 10 Millenium 2.2 **A**
- 11 Damocles & Mission Disk **A**
- 12 Lords of the Rising Sun **A**
- 13 North and South **A**
- 14 Narco Police **R**
- 15 Star Control **R**
- 16 Moonfall **R**
- 17 Time Machine **R**
- 18 Magic Fly **R**
- 19 Starflight **R**
- 20 Space Rogue **R**
- 21 Eco Phantom **R**
- 22 Swords and Galleons **R**
- 23 Carthage **R**
- 24 Lost Patrol **R**
- 25 Murders in Space **R**

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Genghis Khan **A**
- 3 SimCity & Terrain Editor **A**
- 4 Supremacy **A**
- 5 Bandit Kings of Ancient China **A**
- 6 Populous & Promised Lands **A**
- 7 Railroad Tycoon **A**
- 8 Centurion – Defender of Rome **A**
- 9 Breach 2 **A**
- 10 Harpoon **A**
- 11 Murder **A**
- 12 Laser Squad **A**
- 13 Breach **A**
- 14 Paladin **A**
- 15 Deuteros **A**
- 16 Warlords **A**
- 17 Gettysburg **A**
- 18 Armada **A**
- 19 Borodino **A**
- 20 Risk **A**
- 21 Battlemaster **A**
- 22 Moonbase **A**
- 23 Battle Chess **A**
- 24 Lords of Chaos **R**
- 25 Brigade Commander **R**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Gods **A**
- 2 Switchblade 2 **A**
- 3 James Pond **A**
- 4 Rainbow Islands **A**
- 5 Switchblade **A**
- 6 Rick Dangerous 1 & 2 **A**
- 7 Toki **A**
- 8 Chuck Rock **A**
- 9 Brat **A**
- 10 P.P. Hammer **A**
- 11 Flood **A**
- 12 New Zealand Story **A**
- 13 Viking Child **A**
- 14 Night Shift **A**
- 15 Ghouls'n'Ghosts **A**
- 16 Prehistorik **A**
- 17 Edd the Duck **R**
- 18 Kid Gloves **R**
- 19 Car – Vup **R**
- 20 Little Beau **R**
- 21 Impossamole **R**
- 22 The Amazing Spiderman **R**
- 23 Batman – The Movie **R**
- 24 Strider **R**
- 25 Axel's Magic Hammer **R**

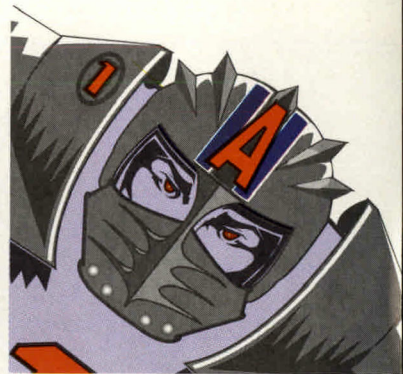
PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Chips Challenge **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Welltris **A**
- 8 Ishido **A**
- 9 Puzznic **A**
- 10 Nevermind **A**
- 11 E-Motion **A**
- 12 Trivial Pursuit **A**
- 13 Logical **R**
- 14 Brain Blasters **R**
- 15 Gem'X **R**
- 16 Atomix **R**
- 17 Revelations **R**
- 18 Pick'n'Pile **R**
- 19 Quadrel **R**
- 20 Loopz **R**
- 21 Spindizzy Worlds **R**
- 22 Jumping Jackson **R**
- 23 Clown'o'Mania **R**
- 24 Scrabble **R**
- 25 Manix **R**

Super League



BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be very violent.

- | | | |
|----|----------------------|---|
| 1 | IK+ | A |
| 2 | Torvak the Warrior | A |
| 3 | Budokan | A |
| 4 | Panza Kick Boxing | A |
| 5 | Oriental Games | A |
| 6 | After the War | A |
| 7 | Golden Axe | R |
| 8 | Vigilante | R |
| 9 | Ninja Warriors | R |
| 10 | Wrath of the Demon | R |
| 11 | Shadow Warriors | R |
| 12 | Sword of the Sodan | R |
| 13 | Metal Mutant | R |
| 14 | Chambers of Shaolin | R |
| 15 | Metal Masters | R |
| 16 | Black Tiger | R |
| 17 | Skull and Crossbones | R |
| 18 | Dynasty Wars | R |
| 19 | Full Contact | R |
| 20 | TMHT | R |
| 21 | Nightbreed (Arcade) | R |
| 22 | Rogue Trooper | R |
| 23 | Double Dragon II | R |
| 24 | Last Ninja 2 | R |
| 25 | Ivanhoe | R |

BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- | | | |
|----|-----------------------------|---|
| 1 | Arkanoid 2 - Revenge of Doh | A |
| 2 | Light Corridor | A |
| 3 | Shufflepuck Cafe | A |
| 4 | Arkanoid | A |
| 5 | Krypton Egg | R |
| 6 | Lords of War | R |
| 7 | Botics | R |
| 8 | Titan | R |
| 9 | Ballistix | R |
| 10 | Impact | R |

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- | | | |
|----|------------------------------|---|
| 1 | M1 Tank Platoon | A |
| 2 | Team Yankee | A |
| 3 | Silent Service | A |
| 4 | Sherman M4 | A |
| 5 | Operation Spruance | R |
| 6 | Conqueror | R |
| 7 | Advanced Destroyer Simulator | R |
| 8 | Red Storm Rising | R |
| 9 | 688 Attack Sub | R |
| 10 | Carrier Command | R |

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- | | | |
|----|------------------------------|---|
| 1 | Xenon 2 - Megablast | A |
| 2 | Blood Money | A |
| 3 | Amnios | A |
| 4 | Swiv | A |
| 5 | Killing Game Show | A |
| 6 | Z-Out | A |
| 7 | Turrican 2 | A |
| 8 | X-Out | A |
| 9 | Turrican | A |
| 10 | Silkworm | A |
| 11 | Warzone | A |
| 12 | Atomic Robo-Kid | A |
| 13 | Simulcra | A |
| 14 | Strider II | A |
| 15 | Stellar 7 | A |
| 16 | Battle Squadron | A |
| 17 | R-Type | A |
| 18 | Venus | A |
| 19 | Midnight Resistance | A |
| 20 | R-Type II | A |
| 21 | Mercs | R |
| 22 | Line of Fire | R |
| 23 | Operation Wolf | R |
| 24 | Shadow Dancer | R |
| 25 | Battlestorm | R |
| 26 | Robocop 2 | R |
| 27 | Baal | R |
| 28 | Operation Thunderbolt | R |
| 29 | Warlock the Avenger | R |
| 30 | Xenon | R |
| 31 | Anarchy | R |
| 32 | StarRay | R |
| 33 | Predator II | R |
| 34 | Escape From Robot Monsters | R |
| 35 | The Spy Who Loved me | R |
| 36 | Total Recall | R |
| 37 | Back to the Future 3 | R |
| 38 | Menace | R |
| 39 | Saint Dragon | R |
| 40 | U.N. Squadron | R |
| 41 | Vaxine | R |
| 42 | Dan Dare II | R |
| 43 | Monty Python's Flying Circus | R |
| 44 | Starglider | R |
| 45 | Dragonstrike | R |
| 46 | Defender II | R |
| 47 | Eswat | R |
| 48 | Robocop | R |
| 49 | Mystical | R |
| 50 | Eliminator | R |

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- | | | |
|----|------------------------------|---|
| 1 | Flight of the Intruder | A |
| 2 | Falcon & Mission disks 1 & 2 | A |
| 3 | F-19 Stealth Fighter | A |
| 4 | Battle of Britain | A |
| 5 | Fighter Bomber | A |
| 6 | Battlehawks 1942 | A |
| 7 | F-16 Combat Pilot | A |
| 8 | Gunship | A |
| 9 | Pro Flight | A |
| 10 | Interceptor | R |
| 11 | Flight Simulator 2 | R |
| 12 | MiG - 29 Fulcrum | R |
| 13 | F-15 Strike Eagle II | R |
| 14 | A-10 Tank Killer | R |
| 15 | F-29 Retaliator | R |
| 16 | Tower Fra | R |
| 17 | Wings | R |
| 18 | Skychase | R |
| 19 | F-15 Strike Eagle | R |
| 20 | ATF II 1 | R |

RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- | | | |
|----|------------------------------|---|
| 1 | Supercars 2 | A |
| 2 | Stunt Car Racer | A |
| 3 | Lotus Esprit Turbo Challenge | A |
| 4 | Team Suzuki | A |
| 5 | Toyota Rally | A |
| 6 | Nitro | A |
| 7 | Super Cars | A |
| 8 | Indianapolis 500 | A |
| 9 | Super Monaco GP | A |
| 10 | Test Drive 2 | A |
| 11 | Lombard RAC Rally | A |
| 12 | Super Hang-On | A |
| 13 | Combo Racer | A |
| 14 | Hard Drivin' II | R |
| 15 | Jupiter's Masterdrive | R |
| 16 | Off Road Racer | R |
| 17 | Badlands | R |
| 18 | RVF Honda | R |
| 19 | Grand Prix Circuit | R |
| 20 | Turbo Outrun | R |
| 21 | Hard Drivin' | R |
| 22 | The Cycles | R |
| 23 | Chase HQ 2 | R |
| 24 | Powerdrome | R |
| 25 | Overlander | R |

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- | | | |
|----|---------------------|---|
| 1 | Might and Magic II | A |
| 2 | Champions of Krynn | A |
| 3 | Bard's Tale II | A |
| 4 | Star Flight | A |
| 5 | Legend of Faerghail | R |
| 6 | Buck Rogers | R |
| 7 | Mega Traveller 1 | R |
| 8 | Dragon Wars | R |
| 9 | Drakkhen | R |
| 10 | Azure Bonds | R |

SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- | | | |
|----|--------------------------------|---|
| 1 | Kick Off 2 | A |
| 2 | Speedball 2 | A |
| 3 | Speedball | A |
| 4 | TV Sports Football | A |
| 5 | Pro Tennis Tour 2 | A |
| 6 | Tennis Cup | A |
| 7 | Games: Summer Edition | A |
| 8 | PGA Tour Golf | A |
| 9 | Manchester United - Europe | A |
| 10 | Master Blazer | A |
| 11 | R.B.I. Two Baseball | A |
| 12 | California Games | A |
| 13 | Microprose Soccer | A |
| 14 | Fiendish Freddy's Top of Fun | A |
| 15 | World Class Leaderboard | A |
| 16 | International Soccer Challenge | A |
| 17 | TV Sports Basketball | A |
| 18 | Pro Tennis Tour | A |
| 19 | Jahangir Khan Squash | R |
| 20 | Grand Monster Slam | R |
| 21 | Disc | R |
| 22 | Zany Golf | R |
| 23 | World Games | R |
| 24 | Projectyle | R |
| 25 | Purple Saturn Day | R |
| 26 | Stormball | R |
| 27 | Italy 1990 | R |
| 28 | I Play 3D Soccer | R |
| 29 | World Championship Soccer | R |
| 30 | Steve Davis Snooker | R |
| 31 | Football Manager 2 | R |
| 32 | Jack Nicklaus Golf | R |
| 33 | Footballer of the Year 2 | R |
| 34 | 3D Tennis | R |
| 35 | European Superleague | R |
| 36 | Tournament Golf | R |
| 37 | Manchester United | R |
| 38 | Circus Games | R |
| 39 | Adidas Soccer | R |
| 40 | Passing Shot | R |



Worth its

Yet another month passes by and once again, two great demos grace the Amiga Action coverdisk. As usual, both are fully playable and each gives you the chance to sample the latest releases before you part with your hard earned cash. First off the production line is Championship Athletics, the debut game from new software house, Hawk. We've got two full events for you to participate in. Secondly, there's Little Beau by Digital Magic Software, which takes the form of a cutesy platform romp. So stop reading this and boot up your action-packed coverdisk.

CHAMPIONSHIP ATHELETICS

There was a time when computer games based on athletics were very big business. The majority of you should be able to remember the Games series, developed by Epyx and marketed by US Gold. Summer Games 2 and Winter Games released on the humble Commodore 64 are classics and the advancement in computer technology has failed to produce anything more impressive.

New software house Hawk, obviously feel that the time has come to bring back the days of multi-event sport simulations. Championship Athletics is their offering, boasting superior sound

and graphics, improved gameplay and no less than 16 different events to choose from, all of which require a different strategy.

The game employs the tried and tested waggle the joystick method. However, with 16 different events to participate in, there are many permutations on this theme, giving the overall game a great deal of variety. For instance, the field events have a greater emphasis on judgement, as technique is just as important as strength.

Just to give you a sneak preview, Hawk have kindly given us the right to put not one, but two of the events on to the coverdisk. All



Ladies and Gentlemen, welcome to As with the majority of good television coverage, Championship Athletics gives you plenty of crowd shots. As you can see, this section of the crowd doesn't look very ecstatic, so you must be doing something wrong.

you need to do is plug a joystick into port one (the mouse port) and load the demo.

The first event is the pole vault. A successful jump depends on two major factors: speed and judgement. Both of these attributes are displayed in an animated window, which, along with a diagram, is detailed below.

The second event is the 110 metre hurdles. Again speed and judgement are the deciding factors. To speed up simply waggle the joystick and to jump simply jab the fire button. Naturally, if you want to clear the hurdle, you'll have to time the jump well.

LOADING INSTRUCTIONS

Loading Championship Athletics is dead easy. Simply turn on your Amiga and insert the coverdisk into the disk drive.

After a short while a screen prompt will appear - 1>. Now simply type in:

ATHLETIC (and press Return)

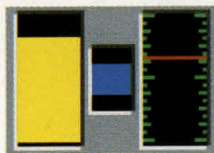
The game will now load and run automatically.



Before you attempt your jump, you can alter the height of the bar by moving the joystick up and down. Once you're ready, hit the fire button and waggle as fast as possible.

POLE VAULTING — THE BASICS

To speed up your runner, simply waggle the joystick as fast as is humanly possible. This measure monitors the speed, so try and get it to rise as high as you can.



To time the jump, you've got to lower the pole. To do this press the fire button before the jump so when your man leaves the pole, the thin red line is centralised.



The 110 metres hurdles is 11 seconds of frantic waggling and jumping. Hitting a hurdle results in a fall, leaving you little time to recover.

Weight in Gold



LITTLE BEAU

A long time ago there lived a beautiful princess (Ah! This is all sounding very nice and cutesy). She dwelt on a rather nice island that had tons and tons of lovely flowers for her to look at. That was until she was kidnapped by a ugly wizard who had never had a girlfriend before and thought that this princess was particularly tasty.

All seemed at an end for the princess and she cried to herself as she thought of all the nice flowers she would never see again, and all the nasty things the warty wizard was going to do to her. But the princess was unaware of a tiny chap called Beau who for many a year now had fancied her.

Soon news of the princess's plight reached Beau and quicker than a flash of lightning he was on the road in search of the damsel in distress. The path took him through many lands and eventually he arrived at a set of six islands – one of which definitely was the home of

the spotty wizard. Armed with a knife that he usually used for peeling potatoes, Beau continued onwards to save his true love and then marry her (but only for her money).

Of course, you play the part of Little Beau in this very Super Wonderboyish game. Armed with just your knife you will have to make your way through the six levels until you eventually reach the lair of the grotty wizard and partake in the final battle to save your bit of crummet.

The various monsters are pretty easy to kill at first, even with your crummy little knife, and each time you kill one you are usually rewarded for it. Most of the time this reward will come in the form of a single gold coin which can then be used to play on one of the numerous slot machines dotted around the game (unfortunately you can't use them in the demo so you'll just have to buy the original).



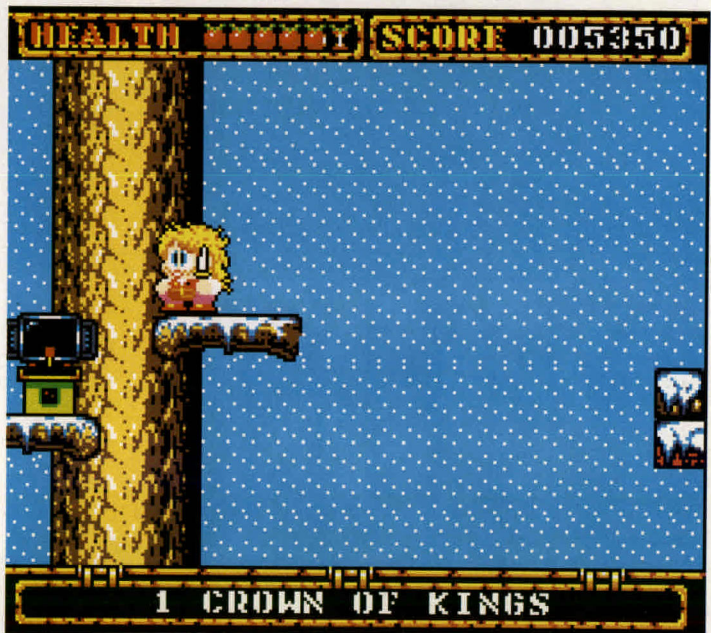
A moving platform (never seen in this type of game before I don't think) whips you across to the other side of a large chasm, taking you that little bit closer to the princess.

LOADING INSTRUCTIONS

It's quite simple. All you have to do is turn on your Amiga and insert the disk (that's the hard bit), then when the cursor appears type:

`little_beau_demo` (Return).

Now just wait for a few seconds as the game loads then grab a joystick and enjoy yourself.



Oh great! This is where you can spend all that lovely money. Well, you could if they were working in the demo, but they're not. Cruel aren't we?



Arriving at a bridge you run into a particularly tough looking snake. But armed with your trusty fruit knife-cum-switchblade you should carve him up in no time.

'ERE PAL, DID YER KNOW THERE'S A BRAND NEW
COMIC COMIN' OUT SOON?....WELL THERE IS,
'N' IT AINT LIKE YER ORDINARY PONCY

CHILDRENS RAGS!

IT'S GONNA BE THE FIRST ALTERNATIVE COMIC
FER KIDS!....UP TER DATE, WIV IT, HIP, COOL,
WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S

BOUND TER BE COZ IT'S GOT ME INNIT!
SO YER BETTER BUY IT....OR ELSE I'LL COME
ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!

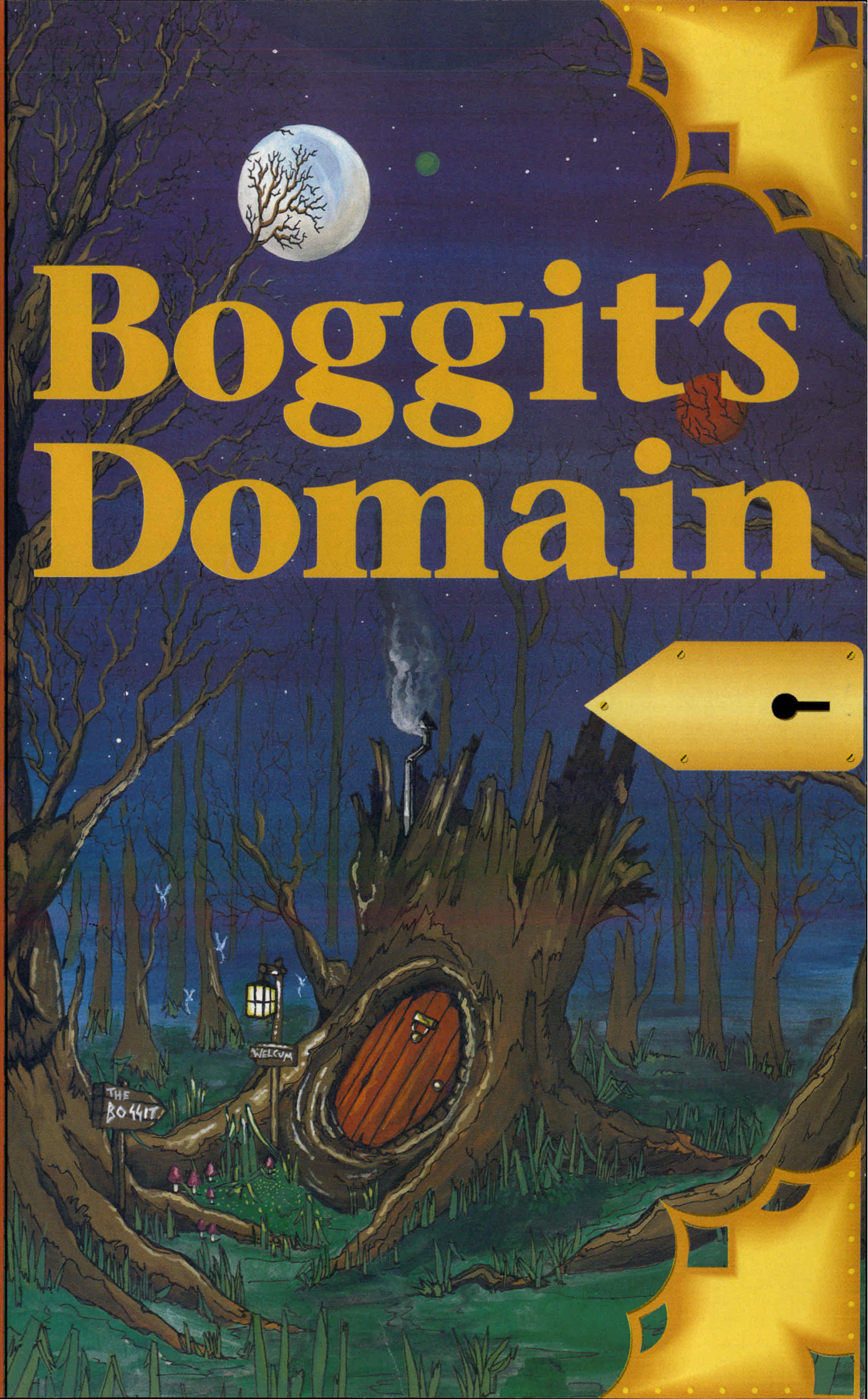


THE
ALTERNATIVE
COMIC
FOR
KIDS

OGNE

UK DISTRIBUTOR: COMAG - 0895-444055

Boggit's Domain



I think it's time I had a holiday. It's all very well sitting around here in the sunshine week after week drinking mead and tending flowers, but it does get boring after a while. My feet are beginning to itch and I think that it's time that I took a wander up over the Blue Mountains again and found some real action. Archimedes my owl is definitely looking fatter, perhaps if he spent more time chasing rats instead of trying to figure out how to get at the liver sausage in my cupboard he'd get on better.



If you thought that Elvira was just a one-night stand, Boggit has good news for you – she is on her way back.

Boggit's got some horrible news for you this month – or at least it's news about horror. Horrorsoft – who produced Elvira and Personal Nightmare – have announced that Elvira II is waiting in the shadows to grab you and clutch you to her bosom (I should be so lucky!).

I have spoken with Elvira's minder and he has promised to send me a disk stuffed full of the new screenshots for next month's column, so bring a bucket of cold water with you for next time.

Horrorsoft are also in the process of designing a new horror game set in a Waxworks. Negotiations are going on with various publishers as to who will be handling the deal, but Accolade is the probable candidate.

I've raved about Eye of the Beholder (see Boggit's Boquet), and it's good to know that its creators – Strategic Simulations – have already begun to write Beholder II. When I think how long it took FTL to come up with Chaos Strikes Back I can't understand what took them so long.

I spoke to them almost two years ago and they said they were working on a Space Station sequel then.

Heaven knows what they've been up to since, because they still haven't produced the IBM PC version of Dungeon Master which everybody knows will make them millions when it's completed.

And now for something completely different...

Centuries have passed since the Conclave of Wizards used the power of the Dragon Staff to defeat Necron the Magician. Fashioned by dwarves in the Blue Dragon Moun-

tains, the mythical Staff was used to seal the evil magician in a coffin of ice and bury him forever in a secret tomb.

Since then the Staff has fallen into the hands of small band of adventurers who have no idea as to its original purpose. But Necron's power is returning and the unsuspecting adventurers who hold the Staff are about to be plunged into a nightmare quest which will drive them from their homes, over the mountains and back to the mysterious hill where the magician lies sleeping.

Giant Spiders, Dragons and Assassins await these innocent heroes. Can a thief, a boy and Boggit with his owl outwit the forces of darkness?

Adventure comes alive with – Boggit and the Dragon Staff. Coming soon. (If we all bully the Editor enough...)

Kwik Kwipl

Overheard at the Computer Shopper Show:

1st Computer User: Did you hear that doctors reckon 10% of all computer game players will eventually go mad?

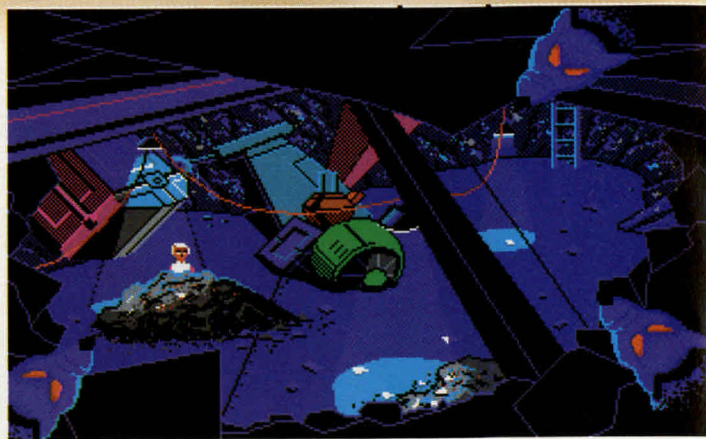
2nd Computer User: Yep.

1st Computer User: Well you don't sound very worried.

2nd Computer User: Why should I be? I'm an Atari ST user.

BOGGIT'S MAILBAG

Supposedly in the summer adventurers lock up their computers and play with other things, but the mailbag still seems to arrive just as full. Don't you humans ever rest?



Feeling 'Powerless' in Space Quest III?

Oh Great One, Genius of all Geniuses (hold on a minute while I throw up...)

Sorry about that. Anyway down to business. In Space Quest III: The Pirates of Pestulon, I am stuck trying to fly the spaceship. It's the one you get into by climbing inside the robot with something in its eye, and you have to put a ladder up to get on to it.

I have placed the Warp Motivator in the ship using the Grabber, but every time I type 'Fly Ship' it tells me that everything is done through the ship's computer. So what do I do?

I go to the computer and it tells me that the damn thing is dead. So how do I recharge my battery (and no foul comments from that remark either!). So please can you help me? I hate to say it but I'm getting down on my knees and begging. (Don't even think of asking me to kiss your boots while I'm down there or you can Bogg off!)

M. Watson, Reading

Well, what have we here? A human with spirit no less. Well as my contribution to 'Snot Aid' I'll answer your trifling question and refrain from coming round to your house (I do have the address!) and kicking some respect into your miserable hide.

To get the ship powered-up you'll need the wire which is hanging in the tunnel, (two screens right from the start position) plus the power module which is found in the basement. You can find the module by following the wires which lead down from the light bulb. All you need to know is where to stick it.

AND I'M GOING TO GIVE YOU THREE GUESSES!!!

'I Must, I Must Improve My Bust' For Larry II

Please help with my problem in Leisure Suit Larry II. I can get as far as Nontoonyt Island, have a body waxing and a head of beautiful blonde hair, but when I try to go to the airport I get picked up by the KGB because of my flat chest.

With what do I fill the top of my bikini? Could you also tell me

(Above) If you're feeling 'powerless' in Sierra's Space Quest III adventure you had better take a trip into the rat-infested cellar of the ship and search a few dark corners for something to give you a lift.

where to send a mail order for Sierra's hint books?

M. Goncalves, Lisbon

What are you complaining about? With a flat chest like yours you should be only too glad that any men pick you up.

I suggest you 'pick up' the soap from the Motel, stuff that in your bikini and hope that it gets the KGB agents in a lather.

As for hint books, any good software supplier should be able to get them for you, but if not contact Sierra at Unit 2, Technology Centre, Station Road, Theale, Reading, Berks RG7 4AA.

Nick Some Neat Tips For Keef the Thief

My problem is with Keef the Thief, and no it's not 'Why did I buy it in the first place!'

I have been slaving away for weeks and weeks and I have got as far as Telloc's Lab, but I don't know how to get rid of the statue as stated in the used scrolls. I have been to most places except Tel Hande – how do you get in there? I am at level 20 and have 100% in all stats, 100% magic and 90 hit points. I think this is a really good value game as it can now be bought for only £7.

J. Donovan, Westcliff-on-Sea

I do have the solution for this game, but it doesn't mention Telloc's Lab or a statue, so I don't know what you are talking about. I do however know that to gain entrance to Tel Hande you need a passport which is found at Telroca Bridge. Once you get there select Other Command and use the bow to shoot the guard, then search.

To get anywhere with this game you need to boost your Trap Disarming skills and you can do this by burglarising the homes in Same Mercon then go to the SW corner of the island, climb the tree, disarm the trap and steal the Phoenix Eggs. The egg stealing can be repeated if you can disarm the trap.

BOGGIT'S BOUQUET

Quite simply, Eye of The Beholder from U.S. Gold is the best game I've seen this year. If this game doesn't win an armful of prizes when the trophies are handed out, then I'll swop my Amiga for an Atari ST.

I've been keeping an eye on the reviews which this game has been receiving in all the mags, and while it has been scoring consistently high, I've been surprised at the lack of excitement in the accompanying comments.

The simple question that all hardened Dungeoneers want answered is: 'Is this game as good as Dungeon Master?' And the simple answer is - Yes

That being said, there is not a lot else that I need to say - but that's not going to stop me!

Because Dungeon Master is such a well known game let's use it as a benchmark for a moment and see how Beholder measures up.

Graphics

Not as clear or as detailed as Dungeon Master. I've been told that Beholder was developed on the IBM PC and in that version the graphics are really great. On the Amiga fewer colours have been used and it looks a little blurred in places. The missile spells don't look as impressive as the great fireballs from the old master, but they do have their moments.

Sound

Pretty much the same, although DM may have the edge. However the chilling sound of the Golden Scorpions from DM, which used to give me nightmares, has now been toppled by the horrible screeching of the Giant Spiders from Beholder. God, how I hate those nasty, bleeding things!!

Puzzles

Remember when we thought that putting a rock on a pressure pad

This may just look like an overstuffed Budgie to you, but this Bernard Mathews Reject will stuff a bootiful magic missile up your parson's nose if you let him get close enough.



to keep a pit closed was a really neat puzzle? Well let's just say that where puzzles are concerned, Beholder is taking no prisoners! - this baby plays rough. The puzzles start easy, but things get serious pretty quickly. I got a little lost trying to find my way around in DM but in Beholder I ain't got a clue where I am.

Game Controls

The task given to the designers of DM was to produce controls similar to that of a screwdriver (i.e. instructions are not required). Beholder's controls have been moved about a bit, but essentially they have kept to the screwdriver principle, and in a couple of cases have improved on them. Try picking up objects and putting them in your pack and you'll find that Beholder has got a much better system.

Gameplay

I groaned when I heard that Beholder had characters which you could meet and interact with. In my experience that has always been the naff aspect in most RPGs. I don't want to talk to anybody, I just want to hit them! However I'll admit that in this case my fears were groundless and the addition has brought something into the Dungeon which gives it a definite advantage over the old master.



The lower levels of the Beholder have bands of hardy dwarves who will be willing to join your band as cannon fodder. Use them up front to take the brunt of the enemy attacks.

Beholder also conforms more closely to the accepted rules of RPGs, and forces you to use the different skills of your chosen characters more than you ever had to in DM. By the time you reached the lower levels of DM all your characters tended to be interchangeable and all their weaponry came a poor second to fireballs. But in Beholder things are a bit more complex: Clerics are Clerics and Magicians are Magicians, and if you get careless and lose the wrong guy - you are stuffed!

It's also not so easy to recover your strength and magical abilities so a bit more planning needs to be done. In the earlier levels, finding enough food can be quite a headache as well, as unlike DM, monsters tend to disappear when destroyed instead of leaving tasty bits of meat for you to gobble. Well I never did like eating dead rat's legs anyway.



Scattered around the dungeon are magical transporters - just step inside for a mystery trip around the Beholder levels. Be warned, things are tricky enough mapping this topsy turvey world without this added headache.

And finally (with thanks to Paul Hardy) here are a couple of tips to get you started:

- In the initial level you will find two piles of bones. Pick them up and take them with you as they can be resurrected at a later stage and will provide two handy extra team members.
- When you find strange markings on the wall and you get the message: 'What a strange marking to place here', insert a dagger into the crack. Do this to all the strange marks to open a secret door.

Boggit's Bouquet may be the first prize that this game has won, but it won't be the last. Suffice to say that if I lost all my software tomorrow, Eye of the Beholder would be the first game that I'd replace.

If things that scuttle on long, hairy legs and have a poisonous bite give you the creeps, you had better use the Boggit technique to deal with these beauties - Run Away! Run Away!



If your champions are feeling under the weather, suffering from spider venom, or have even 'pegged out', this little cleric will soon put the zap back into their wand.



Just like the good old Dungeon Master inventory you can fill your pockets with scrolls and weapons, but this time you don't have to lose your view of the main screen while you do it.

The other naughty trick is to save the game before buying information with your gold, then reload the game after you hear the answer. Sneaky!

Might and Magic II – Triple Crown Champion

In the fantastic game *Might and Magic II* I have progressed quite far and have amassed a party with loads of magic weapons, with each character around the 25 to 30 level. I found the map of Cron which comes with the game very good as it details everything.

Anyone who requires help can write to me at 27, Coronation Rd. Stanley, Derbyshire, DE7 6FE enclosing a stamped addressed envelope.

My question with the game is, how do you win the Queens Triple Crown? In Castle Pinehurst, on the wall it says that I should take a black ticket to the Arena, Monster Bowl and Colosseum and beat up the monsters I meet there.

I have done this countless times and returned to the spot but to no avail. Is there a special way to do this mission?

And before you ask, Kin Loo is my real name.

Kin Loo, Derbyshire

Yeh, I get sick of people asking me if Boggit is my real name. I ask them: 'Would you say your name was Boggit if it wasn't really?' Look on the bright side, you don't have any problem thinking up a daft name to give your character when playing an RPG.

To gain the Triple Crown here is what you do: Buy a key of the appropriate colour. Buy several arena tickets and then fight in the three different arenas. (Middlegate's Arena, Sandsobar's Monster Bowl and Atlantium's Colosseum). Once you have won all three fights, you are a Triple Crown winner of that colour.

Now go to the bishop of the appropriate colour to claim the experience earned. There are four colours and 4 types of tickets. You have to be both 'True' to a 'Triple Crown Winner' to qualify

for the quest of Princess Lamanda.

Before you ask, here is where you will find the keys, tickets and Bishops:

Green

Key and ticket in Middlegate Key Shoppe and Supplies Store, Bishop in Castle Woodhaven.

Yellow

Key and ticket in Sandsobar Key Shoppe and Supplies Store. Bishop in Castle Hillstone.

Red

Key and tickets in Vulcania Key Shoppe and Supplies Store. Bishop in Castle Pinehurst.

Black

Key and Tickets in Atlantium Key Shoppe and Supplies Store. Bishop in Luxus Castle.

The Secret Of Monkey Island's Glowing Crate Is Out

Chill out Bogey! I've bought *The Secret of Monkey Island* from US Gold and although I think it's a marvellous game I am having problems. My brother and I have progressed almost to the finish and have ended up onboard Le Chuck's pirate ship. I used the necklace to get onboard, but I don't know how to open the glowing crate.

I have been drinking litres of grog due to my nervous disposition, so if I don't get the solution soon my stomach will rot away and I won't be able to write any more letters to you.

D. Newbury, E. Sussex

Sounds like a good reason for me not to tell you the answer. I like this game, it's got lots of class and looks terrific. I especially liked the Yak with the lipstick, but then I've always had a thing for long-haired females with sticky lips.

To open the crate you need the tools which are behind the door on the deck. To open the door you need some cooking grease. Is that enough info, or do I have to mention feathers and tickling as well?

More Slash and Hack Tips for Pool of Radiance

I have hacked and slashed my way through *Pool of Radiance* only to be stumped on the last mission. I



made my way through the maze and destroyed Tyranthraxus (if it really was him!) and waited for something to happen. When nothing did I decided to explore the Maze and castle grounds further.

Unfortunately a rather greedy thief in my party stole the gold from a temple and ever since we have been besieged by giants at every turn. My party has already dispatched so many that I fear giants might soon become an endangered species. Please help me before the World Wildlife Fund locks me up and throws away the key.

N. Reynolds, Norfolk

If you will go around with bad lads then you're bound to get into trouble. I remember my old mum telling me the same thing many years ago and how right she was. Hanging around with humans has done me no good whatsoever. It's a bit late for you, but selecting thieves in this game is not a good idea.

I ain't 100% sure where the devil you are, but I assume you are in Valjevo Castle and if so, this is what you need to know.

In the outer buildings of the SE section is the Prison Room of Porphyris. Next to this is a well that has a +2 Flametongue Sword hidden in the bottom of it. Enter the maze by the NW gate (password RHODIA) and work your way through it.

You will come eventually to a flight of stairs (don't open the trapdoor) and then go down into Tyranthraxus's Secret H.Q. Once you kill him that's the end of the game.

Hero Quest – Money Making Techniques

I purchased *Hero Quest* from Gremlin and although it is a great game I think it's too easy. After 15 hours of play I have completed every level and was expecting a great finale, but there was none.

I think to make the game harder they should have given some of the monsters two or more hit points. That would have separated the Men, Dwarves and Elves from the Mice.

Anyway for those poor plebs who are having difficulty here are some tips.

• Complete the maze by searching for money in every room then you will have enough to buy a crossbow. You must have a crossbow so you can stand next to an open door and shoot at the monsters inside the room without them being able to attack you.

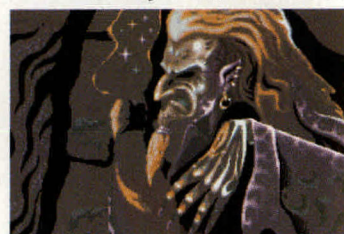
• Once you have completed Quest 2, buy some chain mail as you'll need protection. If you find yourself short of money then redo the maze to get some more.

• Buy or collect a shield and a broadsword for those nasty monsters that sneak up behind you.

• Save up for some Plate armour, but don't wear it, only put it on if you are stuck in a room with some huge monsters.

• You can cheat by completing the Quest for the Spirit Blade before the Maze of Melar as then you can use the Spirit Blade's power against the undead.

Anonymous, Chelmsford



Gremlin's version of the *Hero Quest* board game is proving popular with Amiga RPG fans although it appears that some of you think it could have been tougher. Check out one reader's views and tips.

Forgot to include your name in your letter didn't you plonker! Proves you ain't that smart after all.

Stealing Into The Brigand's Fortress, in Quest for Glory

I need to find the mirror in the Sierra adventure – *Quest for Glory*. I need the mirror to reflect the frog spell onto Baba Yaga the Witch. I know that the Warlock has it and that he is in the Brigand's Fortress, but my problem is how do I find the Warlock?

Do you think Sierra games will ever get cheaper?

Stephen Hallett, Kent

Well if the future price of Sierra games depends on how quickly you solve their games, I think we're in for a bleak time of it.

Returning from another 'Royal Rumble' in *Might and Magic II*, you will need to spend more than a penny in the Temple of Healing to get your tag-team back in fighting trim.

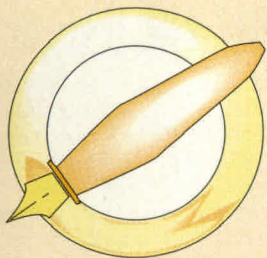


OPTIONS

↑ Forward
↓ Move Back
← Turn Left
→ Turn Right
B Bash Door
C Controls
D Dismiss
E Exchange
Q Quick Ref
R Rest
S Search
U Unlock
View Char

'P' Protect Day= 24 Year= 900 Face= N

A slim cleric in a cowled robe peers at you and asks in a serene voice: "May I aid you, travelers (y/n)?"



Doin' Your Stuff In Dragon Wars

Mr. Boggit (Sir!) I recently purchased Dragon Wars from Electronic Arts, (well done, Interplay) and after many weeks of slaving over my keyboard I have completed it.

Now to the reason why I am writing. In your May issue you had a letter from Kong Loo with some queries about the game. Well here are the answers to the questions:

• King Drake's body is behind a secret door in a building in the centre of the decaying city.

• The Royal Robe allows access to King's home through the front gate.

• On King Drake's Body there is a signet ring. Show it to the boy in the Boat House and he'll let you pass.

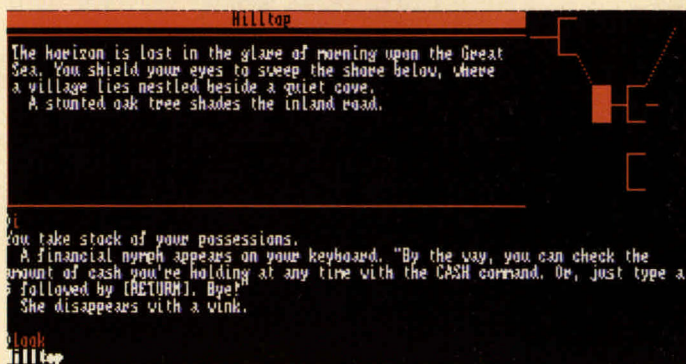
Now here are some extra hints:

• Cast the Create Wall spell to seal up the mud flow in the city of Yellow Mud Toad and the priests will give you a pair of boots which will allow you to jump to certain places. (For example you can jump to the Isle of Woe in Irkallas Domain in the Underworld).

• Don't take the Sword of Freedom in Freeport because it is an illusion and destroys one of your characters.

And now I need help! In Leather Goddess of Phobos, how do you pass the beam of light on Mars

STAR LETTER



Infocom's Beyond Zork text adventure with its self-drawing map is still alive and 'kicking-in' the heads of Amiga adventurers. Boggit is here to help you to kick it back.

and how do you defeat the assassin in outer space?

In Beyond Zork, what do you do once you have inverted the hourglass and travel through time?

Iain Smith, Co. Durham

During your fight with the assassin

in Leather Goddess he will drop his weapon. Pick it up and give it back to him just to show what a good guy you really are (Atari users do this part naturally). You'll now find things work out right in the end.

As for the Ion Beam, you solve that by exiting the boat at My Kinda Dock and pressing the orange button to make the boat go on without you. Later you'll be able to drop through a black hole and land on the boat where it has turned up at the Icy Dock all by itself.

In Beyond Zork stand under the arch in the plaza and turn the hourglass. Go south (twice) to go back in time, get the truffle and wait for the Prince's horse to fall in the trench, then throw the truffle into it.

Now go forward to desolation and wait for the minx to find the truffle (and the helmet). Wear the helmet and you'll be as clever as Boggit.

A fantastic prize worth over a million zorkmids will be sent to you for kindly filling a gap in my collection of scrolls.



Wild-eyed bushy-haired loons pop out of nowhere!

3 Loons 20' appear.

Will the party:
Fight
Quickly fight
Run
Advance ahead

Electronic Arts have provided many of the biggest RPG hits in the last few years. Dragon Wars is one of their toughest and it's still riding high in the charts. This Loon looks like a suitable candidate for a quick slap round the head with a broadsword, but watch out that he doesn't hit you back with his Atari ST!

You say you want to find the mirror and you know the Warlock has got it. You also say that you know the Warlock is in the Brigand's Fortress – and you want me to tell you how to find the Warlock!

Well if you know he's in the Fortress, why the blue blazes don't you go in there and get him? I've looked at your statistics which you sent and I can see that you're not too bright, but surely even you could have worked that one out. I have decided therefore to award you with a scroll which bestows upon you the status of Honorary Atari ST User. Henceforth if you get into any trouble just show the certificate and you'll be excused.

There is the chance that your real question is: 'How do I get inside the Fortress?', but you never asked that.

For those who would prefer that I answer that question, here it

is: Go to the Tavern and get the note. Go to Archery Range at noon (enter from the east). After Bruno leaves, go south then North and kill the brigand. Search body for key. Go to the Antwerp monster and search left-hand side for key-hole, (a thief can pick the lock and a strong Magic User may be able to cast Open). Push the rock.

To return to the question asked by poor Numb-Head, don't worry about finding the Warlock – once inside, he'll find you!

Complaints Department

I have a complaint. Why in the Hell is it that it's the first person who mails the solution to a contest that wins when I, who live in Denmark and who have a subscription, have no chance because I get the magazine late.

I could get pretty upset about this because I have no chance of

winning a game. So please change the contest a little so I and others have a chance. Thank you very much.

Casper S. Jensen, Alsgarde

Now let us get one thing clear before we start: Denmark isn't in France is it? I know that you crafty Continentals are always trying to rip us off and I would just hate to ever give a prize to a Frenchman by another name! My problem is that all my maps stop at the Channel and after that it just has the legend *Here be Frenchmen!*

Now what contest are you talking about? I hardly ever have contests, and I never give any prizes based on the first answer received.

The Star Letter prize has got nothing to do with being first. It also has nothing to do with sending in solutions. In fact I'm much happier giving it for the most interesting let-

ter rather than for a solution which I've probably already received from some other wizard.

If you are referring to some contest in another part of the mag, then go and hit them with your garlic sausage instead of me. Are you sure you're not French?

Well that's the height of it for this month. The hour is late, and the moon is already shining over the Great Wood. Nothing left now, but to put the owl out for the night and get to bed. Don't forget to write. Send your undying devotion, grovelling letters and unmarked fivers with an SAE to:

**The Boggit,
The Old Blackthorn Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.**

PROJECT INSPECTION

If you've ever played Final Fight in the arcades you'll imagine how difficult it would be to convert it to the Amiga. But the conversion has been left in the capable hands of Creative Materials who have a string of previous successes. Amiga Action interviewed the people involved to find out just what goes into a project of this size...

Final Fight

KILL THE BADDIES

The story goes that a young beautiful girl has been kidnapped by a power-mad gang of hoodlums. The girl's father, the mayor of Metro City, her boyfriend and friend all get together and set off to rescue her.

There are several levels that take place within the city at locations such as the scrapyard, subways, warehouse, street and the West Side. Using a combination of martial arts moves, the heroes must kill the agents of evil and save the girl before all is lost. As well as a myriad of enemies to defeat, there are also plenty of weapons to use including bumpers, knives, pipe and muramash.

We should hopefully have a review of Final Fight in the next issue. Wait and see...



The sprites used in the Amiga version were ripped straight out of the arcade version. Some sprites had to be repeated but palette changes were made so that they appeared in different colours providing variation where necessary.



BEAT 'EM-UP



Creative Materials is a Manchester-based development company with previous original credits for Rotox, Operation Harrier and Days of Thunder, along with conversions of Line of Fire, Eswat and Welltris. The company was formed in February 1990 and employs around two dozen programmers and artists, mainly freelance, in all areas of the country. Final Fight is the company's third arcade conversion for US Gold.

Development began last



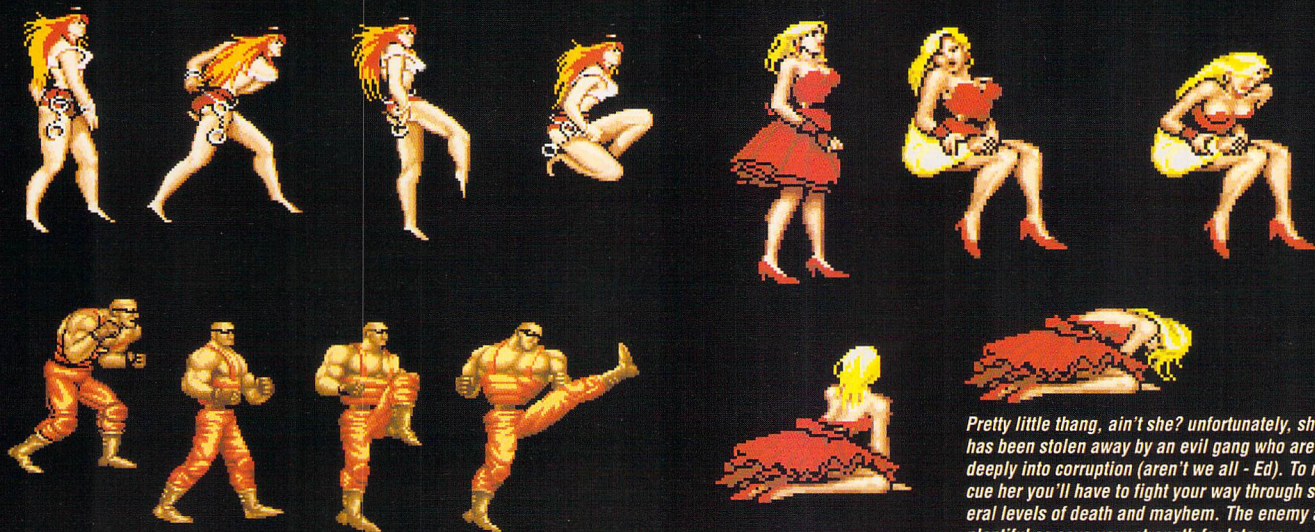
The story of Final Fight tells of a girl who is kidnapped by a deadly gang of hoodlums. Unfortunately, the girl turns out to be the daughter of the mayor. He is so enraged that he teams up with her boyfriend and another friend to take on the enemy and rescue her but they don't account for the stiff resistance they're about to encounter.

ACTION INFO

FINAL FIGHT
U.S. GOLD £24.95
TEAM: CREATIVE MATERIALS

With the Amiga Final Fight in its closing stages of development, U.S. Gold look set to produce probably the best arcade version so far this year. The game was graphically superb and very close to its arcade cousin. Each of the sprites has been ripped directly from the arcade machine and although a few animation scenes had to be rejected due to memory restrictions the Amiga version has retained the overall look and feel of the original. If you didn't think it could have been done then you're wrong. Look out for the exclusive review of Final Fight in next month's Amiga Action.





Pretty little thang, ain't she? unfortunately, she has been stolen away by an evil gang who are deeply into corruption (aren't we all - Ed). To rescue her you'll have to fight your way through several levels of death and mayhem. The enemy are plentiful so save your strength for later on.

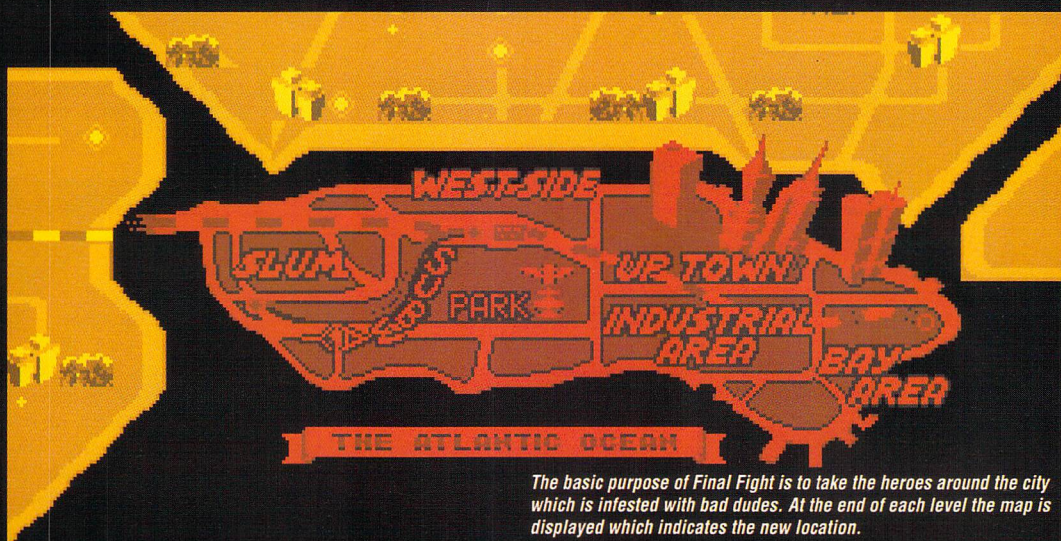
of background characters, each of which may be built up to any size and also have their own 16-colour palette.

Once the sprites had been decoded and converted to .IFF format on the Amiga they were then remapped onto a single palette with variations for each of the intended end computers. This was very tricky but the backgrounds gave even more problems.

The task began with a reduction of the number of tiles to less than one thousand and then remapping of the colour palette so that the designs all fitted within one colour palette. This could only be performed by hand and not by programming.

At the end of all this work there were still almost four megabytes of graphics to fit into the target computers ranging from the 48k Spectrum to the 500k Amiga and ST (boo!). After many trials and a lot of heartache this was eventually achieved using flipped sprites and recolouring during the game.

The Amiga also uses a dynamic loader so that new sprites can be loaded while the game is being played. In some cases sprite ani-

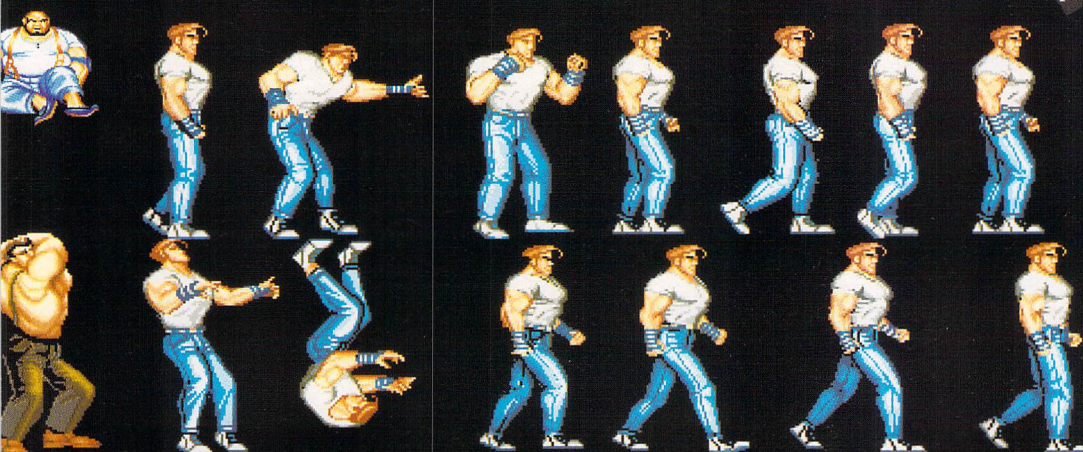


The basic purpose of Final Fight is to take the heroes around the city which is infested with bad dudes. At the end of each level the map is displayed which indicates the new location.

mations needed to be reduced to fit inside the restrictive limitations of the target machines. However, all but the C64 retain the same size sprites as the arcade game. The primary difference is the number of colours used, the Amiga coming out on top of course. All that needs to be done now is the de-bugging and the addition of a front end introduction.

The primary development is completed and the various formats are now in test. The development of Final fight will continue for some time but we can guarantee the result will be worthwhile.

Final Fight



R.B.I. Two Baseball



Each team can use up to five pitchers per game – one starter and five relievers. However, once a pitcher is substituted, he cannot be used again.

Select Your Starters									
PLAYER	W	L	ERA	IP	AVG	HR	BB	SO	ST
ROBINSON	1	0	2.57	10	.25	0	0	10	0
SMITH	0	1	2.57	10	.25	0	0	10	0
THOR	0	1	2.57	10	.25	0	0	10	0
N. HAYES	1	0	2.57	10	.25	0	0	10	0
ROBIN	1	0	2.57	10	.25	0	0	10	0
JORDAN	0	1	2.57	10	.25	0	0	10	0
C. HAYES	0	1	2.57	10	.25	0	0	10	0
BULLYTER	1	0	2.57	10	.25	0	0	10	0
TERBY	0	1	2.57	10	.25	0	0	10	0
EXIT									

After choosing the pitchers, you must concentrate on selecting the batting order. Each player has a multitude of statistics, all of which must be considered.

SPORT SIM



Whenever a large Football or Baseball game is played in America, the carnival atmosphere created by the fans is untouched anywhere else in the world. Domark hope they can bring some of this atmosphere into your front room, by producing the officially endorsed RBI Two Baseball. If there was ever a time for a decent Baseball simulation to be released, surely the time is now.

If you've never played the game for real, or watched it played on TV, you'll probably want to know what it's all about. For starters, it's very similar to Rounders, although by no means identical. The game takes place on a field consisting of two parts: the infield, known as the Diamond and the outfield. A base is located on each point of the Diamond and the pitcher's plate is positioned in the centre.

The majority of play takes place on the infield Diamond. The batter stands on the home base, in front of the catcher and umpire, while the pitcher stands with one foot on the plate and throws the ball at the batter.

The batter's main objective is to hit the ball as hard as possible (preferably into the outfield, and

A C T I O N I N F O

R.B.I. TWO BASEBALL
DOMARK £29.99
TEAM: R D

The only decent baseball simulation we can remember was Hardball, released on the Commodore 64 several years ago. At last, Amiga users have something to enthuse about. The graphics are bold, well animated and portray the action very well. The sound is of a similar quality, boasting crowd roars and plenty of sampled speech. The only big let down is the omission of any true league series. Apart from this, RBI Two Baseball is the best of its kind on the Amiga, although admittedly, the competition is scarce.

LEAGUE RATING

10	MASTERBLAZER
11	R.B.I. TWO BASEBALL
12	CALIFORNIA GAMES

S P O R T S S I M S

beyond the fielders) to make himself some time to run around the bases. If he has enough time, he could make it all the way round in one hit, but usually he'll cautiously move through the bases one or two at a time. If he hits the ball into the crowd or out of the ground, a home run is scored. This also allows any other runners on the bases to run home too, without the worry of being stumped out.

You only get three batters per innings and once they're all out, the defensive team takes over as batters. In total there are three ways in which the batter is out: failing to hit

the ball three times, an outfield player catching a hit ball before it lands and a fielder touching a runner with the ball, before he reaches the base. All this goes on for nine innings, unless of course, the scores are equal. If this situation arises, extra innings are played in the form of sudden death.

There are quite a few other rules and strategies, but we've haven't got the space to mention them all. We can safely say though, that RBI Two Baseball covers the majority of them.

To begin you must first decide to play either a two player game, or

WHO'S WHO ON THE BASEBALL FIELD?



1) CATCHER: Does more than just catch the balls which pass the batter. He also organises the fielders and advises the pitcher.

2) BATTER: Each batter has three strikes of the ball. If the ball is pitched out of the striking zone he doesn't have to strike at it.

3) BASEMAN: The baseman, who will attempt to tag the batter before he reaches the base.

4) BASE RUNNER: Whenever a play takes place, he'll be looking for any opportunity to advance to the next base.

5) UMPIRE: There are usually four umpires in baseball, one for each base. However, sometimes two extras are employed to keep an eye on the foul lines.

6) OUTFIELDERS: Sometimes they save the day by jumping high and stopping the ball going into the crowd for a home run.

7) PITCHER: Some of the better pitchers can throw the ball at speeds of up to 100mph!

8) SHORT STOPS: The first line of defence. If the ball is hit within the diamond, it's their responsibility to pick up the ball as soon as possible and throw it to a base.





SENSATIONAL BASEBALL FACTS



The fastest pitch ever thrown was by Nolan Ryan in 1974. It achieved the unbelievable speed of 108mph!



During the major league series, over 100,000 balls are used, at a cost of \$3 each.



Great Britain was successful in winning the world amateur championships in 1938.



Cincinnati Red Stockings were the first ever professional baseball team in 1869.



Ronald Reagan was a baseball announcer in Chicago before the Second World War.



The record number of home runs in a season is held by Babe Ruth in 1927, who scored an astonishing 60!

one player against the computer. Each player must then pick a team from either the American or National League and select the starter pitcher and batting order.

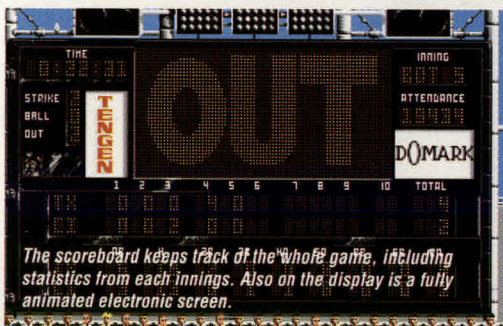
The actual match is played over two main screens. The first is a behind the batter view, which displays the actions of the pitcher and batter. The second is an overhead view of the whole playing area which is only displayed when the ball is hit.

Controlling the two teams is achieved using the joystick. The batter can be moved around on the base and the fire button is used to activate the swing. The pitcher can also be moved, but once the fire button is pressed the eight directions on the joystick are used to determine the kind of throw.

If the ball is hit, the defensive side immediately takes control of the nearest fielder to the ball, who can catch the batter out or throw the ball to a base. At this stage the batting team can control the other runners on each base and attempt to advance further in the hope of making it all the way around. Fail to make it round and it's back to the locker room to wait for the coach.

OVERALL SCORE
85%

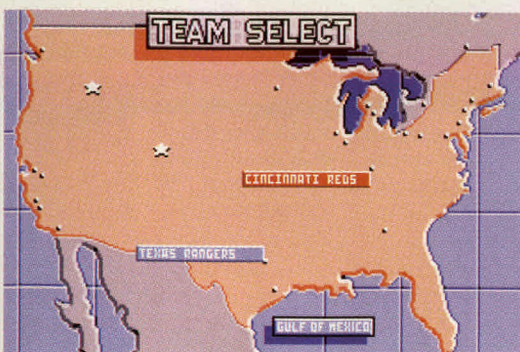
While in bat, the base runners are displayed in individual windows. This allows the batting to team to advance their runners while the pitcher is winding up.



The scoreboard keeps track of the whole game, including statistics from each innings. Also on the display is a fully animated electronic screen.



The ultimate aim of any batter is to hit a home run. This is achieved by hitting the ball into the crowd or out of the stadium.



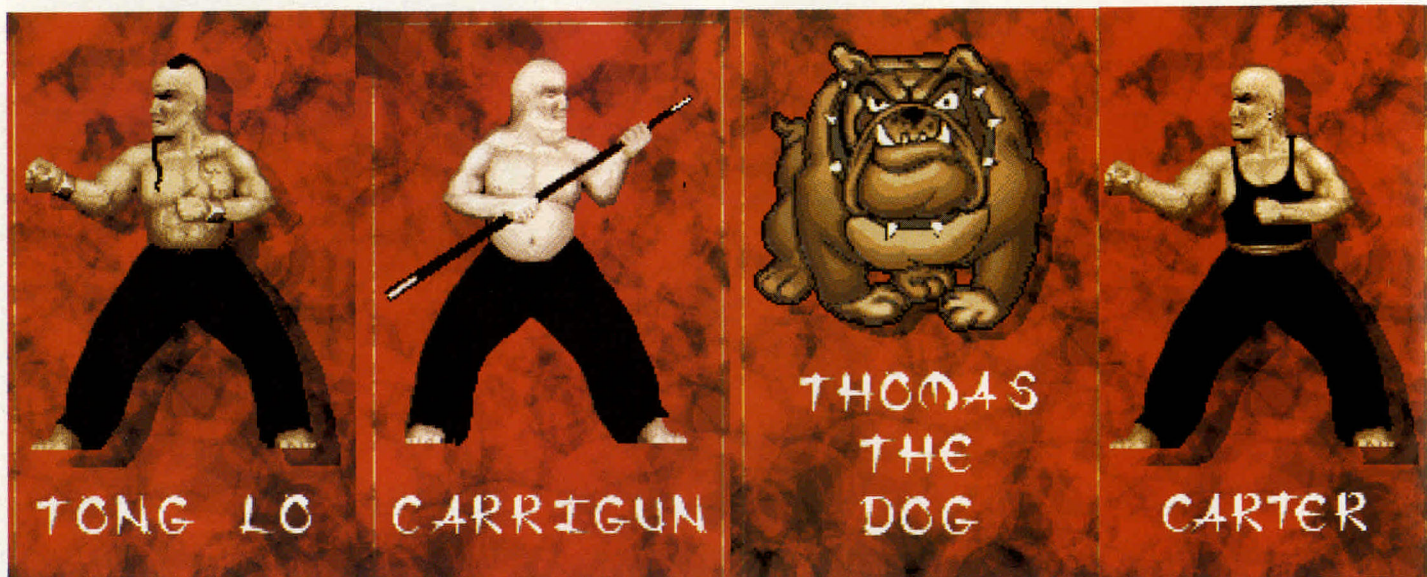
The first thing you must do is select which teams will compete against each other. You can select any team from either the American or National League. Try and go for the weakest teams at first because they'll offer you a good bit of practice before you take on the hard boys at a serious match.

It's possible to score a maximum of four runs in one shot. If all three bases are occupied by runners and the batter strikes a home run, all four players can run home unhindered. If the players make a run then you can try and get them out on a base.



(Above) Any baseball coach is under tremendous pressure to get the results that the fans demand. If the score's a bad one, the coach gets angry and beats down the locker room door. Notice the poor baseball player who has hidden himself in one of the lockers.





Full Contact

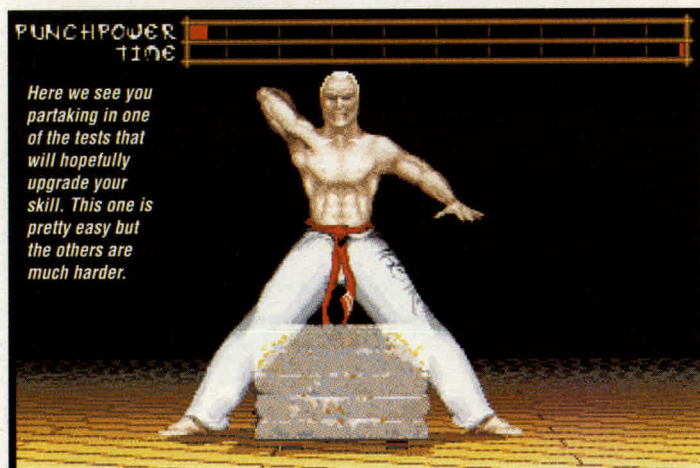
But many years have now passed and you have not wasted the time that has been available. Now you too know the ways of the arts and it is time for you to avenge your family. You will seek out the leaders of the Triads and kill them for their injustices. But this time you will not be in training and the price of failure will be death.

Full Contact is the first game to be released by Team 17 and boasts a very low price of £9.95. The game is just a basic beat'em-up where you play the part of a lone warrior who must avenge his family by killing anything and everything that moves. But it's not all killing, and you'll have the chance to upgrade your skills along the way. This will enable you to inflict more damage on an enemy, or kick and punch just that little bit faster.

There are quite a number of moves available for you to use against the various opponents you will come across. However, your opponents also have a selection of moves to use against you, some of them will be unavailable to you.

Just in case you think you are a bit hard your enemies will be armed with deadly weapons. Only your skill in the arts can save you.

OVERALL SCORE
68%



BEAT 'EM UP

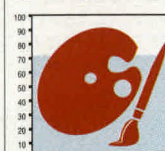


As a boy you had spent countless days watching the masters of the ancient arts training, and dreamt of the day that you would step through the gates of the dojo to teach the new students what you had learnt over the many years of training. But through this tranquil hope came a cruel fate that soon abolished your dreams – that fate was the Triads.

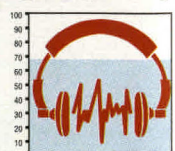
The Triads were new to the ways of the arts, but they abused their power and used it for their own ends issuing violence upon anyone who stood against them. Your own family, too proud to bow down to their ways, fell beneath the Triads' swords in one of the many examples of what would happen to anyone who rebelled. Only sanctuary in a holy temple saved you from the same fate as your family.



A C T I O N I N F O



FULL CONTACT
TEAM 17 £9.95
TEAM: ANDREAS TADIC



Team 17 have made a good start by bringing out a game at such a cheap price, but unfortunately, as the saying goes you never get a free lunch. Although the game is inexpensive, in my opinion I'd rather spend £20 on a good one than a tenner on an iffy one. The graphics look very nice but the animation is awful and reminds me of the type I used to see in Mr. Benn (the guy in the fancy dress shop) and this ruins the game. Full Contact is good looking but awful to play. Save your money and buy something better.

LEAGUE RATING

- 18 DYNASTY WARS
- 19 FULL CONTACT
- 20 TMHT

BEAT 'EM UP

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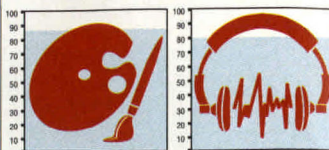
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Amnios

ACTION INFO

AMNIOS
PSYGNOSIS £24.99
TEAM: FREWIN & LYON



Psygnosis have built-up quite a reputation for themselves over the years but can Amnios keep it untarnished? For a start the multi-direction scrolling is smooth and fast. Even with the screen chock-a-block with moving sprites the game doesn't slow down. On top of this the gameplay is superb. It is simple enough for the beginner to handle but the strategies that must be developed for the later levels will keep even the most battle hardened warrior coming back for more. Put simply, Amnios is the best shoot'em-up that has been released for a long time.

LEAGUE RATING

2 BLOOD MONEY

3 AMNIOS

4 SWIV

SHOOT 'EM UP

SHOOT 'EM UP



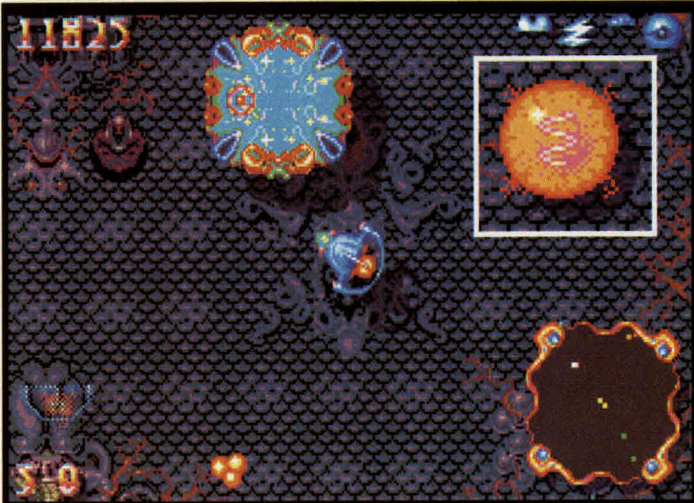
It lives at the centre of the universe, a cancerous life form of planetary proportions. It is creation gone mad, a travesty of evolution. It feeds on the very stuff of space and time, absorbing life, consuming matter and subverting it to its own twisted desires.

Since its birth the creature has waited, biding its time, growing in strength. Now the monster is ready to move, to explore its surroundings and use them to improve itself. Beware Humanity, the Amnios is coming and it's hungry!

You are the last chance for the universe to save itself. The creature must be stopped before it destroys life as we know it. Using the latest in military hardware with enough fire power to reduce entire cities to piles of rubble you must confront the entity, destroy it and rid the universe of the malicious life form.

There are 10 separate worlds that have to be conquered, each a part of the Amnios. To complete a level you either have to rescue all the humans that are stranded on the surface of the world or destroy every living creature you can find. When one of these requirements is met you will face a final guardian before progressing on to the next challenge.

The creatures that inhabit the worlds are weird, wonderful and deadly. Worms wait in cavities and when you pass nearby they spring from their hiding places and take bites from your ship. Huge snakes twist around the world, homing in



To give your weaponry a much needed boost collect the DNA strands (see inset) and deposit them in a Womb ship. After a few seconds the DNA will be transformed into extra firepower for you to utilise.

upon your position to tear your tiny craft to pieces. Winged lizards grab humans from the surface and drag them away to be consumed, sometimes luring you into dangerous traps.

And waiting for you as the ultimate confrontation for each world are the guardians, gargantuan horrors that have been mutated into creatures of torture. They require multiple hits to destroy, their chitinous shells able to repel all but the most powerful weaponry.

These demons and terrors pale into insignificance when they are compared to the power of the Amnios itself. For this creature isn't the final conflict, nor do you have to battle it at the end of each world. It would not stoop so low and dishonour itself in such a way. Basically the Amnios IS each world. You bat-

tle the creatures, its servants, over the surface of its skin. Its eyes see you and transmit the information to one of its many brains which then direct the other creatures in their attacks against you. Its hearts keep

it alive and mouths spit globules of acidic phlegm to decay your craft.

However, it is not invulnerable. If you destroy all its eyes it will become blind. Shooting its hearts will slow it down, reducing the

At the end of each level you have to battle with one of the Amnios's larger servants. The Guardians come in many shape and sizes, all of them unpleasant. They can withstand massive amounts of damage before finally dying.

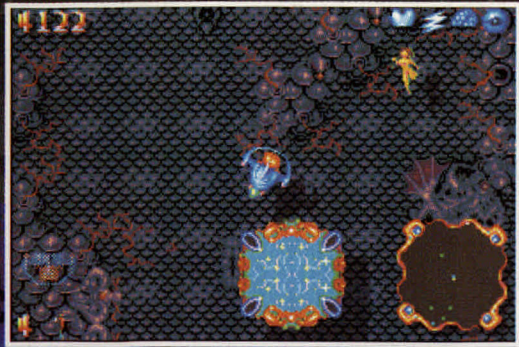


WORM: They wait in small crevices for you to pass overhead then they spring upon you.

EYE: The eyes of the Amnios spot your position and pass the information on to its brains.

HEART: Hearts, obvious as it may seem, provide the creature with the energy to live.

Scattered over the surface of each world are stranded humans. To complete the level you must rescue them with your ship's tractor beam and deliver the helpless victim to the safety of a Womb ship.



As with other games produced by Psygnosis Amnios has an impressive loading animation. In glorious technicolour your fighter zooms across the surface of the gargantuan creature before blowing a slimy worm into tiny fragments.



speed of its reactions. Eliminate any brains and the methods that are employed to assault you will become less sophisticated, the attack waves more basic.



The Amnios's sophistication can also be its downfall. Hovering over its surface are several Womb ships. These keep the monsters healthy by feeding them and supplying any raw materials they require to survive. But an ingenious pilot can utilise them for himself. If you hover over the Womb ship it will replenish your ship's power supply.

Also scattered over the surface of the worlds are strands of DNA. Drop them into a Womb ship and it will produce extra weaponry for you to use. Brain bombs, Bio-Smart, and multiple weaponry all

aid you in your fight.

As you progress through the worlds the enemy gets tougher to beat.

There are also more Womb ships but as you can only use each of them once you have to keep track of all those that are unused. As your firepower multiplies so does your opposition, the final world is the ultimate challenge. If the alien invasion is to be stopped then you'll need to gather all of your wits otherwise you'll come to an untimely demise. Gripping stuff!

OVERALL
SCORE
93%



Here we can see the Amnios in all of its putrescent glory. While its eyes watch you and feed data about your position to its brains, multiple attack waves of flying lizards assault you from all directions.

MOUTH:
Usually located around other vital organs they spit acidic phlegm at your craft.



FLY: Flies are a big nuisance. They hang around and suddenly make kamikaze runs.



BRAIN: Using data collected via its eyes the Amnios coordinates its attack with its many brains.





THE TIME HAS COME TO PICK UP THE KNIFE

SCALPEL: A sharp pointed knife with a convex edge which is used to make the initial cut through the flesh.



FORCEPS: An instrument which is used for either holding, seizing or retracting.



SCISSORS: Used as an alternative to the scalpel to cut tissues and not put pressure on internal organs.

CLAMP: Used in surgery to grasp, join, compress or support an organ, tissue or vessel.



CAUTERIZER: Uses a heated filament to burn or scar tissues in order to coagulate bleeding blood vessels.



RETRACTORS: Used for drawing aside the outer edges of any wound or cut.



Life and Death

STRATEGY

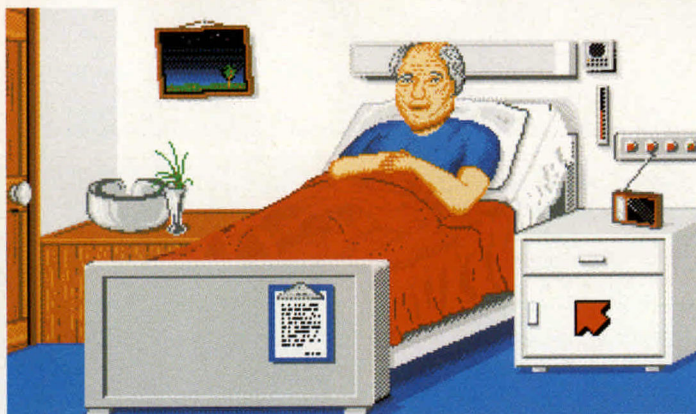


Those of you who screamed with morbid delight while watching the television series Jimmy's, would no doubt love a game that entails cutting through human flesh and fiddling around with the internal organs. Thanks to Life and Death, you'll be pleased to know that at last, you're given the chance.

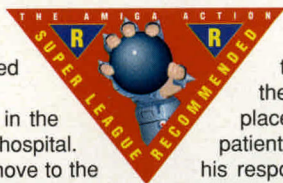
What we've effectively got is an interactive medical movie, in which you play the leading role. As a top surgeon though, don't expect to spend the whole of your life cutting up bodies, as each patient's illness needs to be diagnosed, monitored and if possible, cured without the need of an operation.

The game starts in the corridors of the hospital. From here you can move to the various rooms by clicking on the relevant doors. A similar system is employed throughout, with the whole game being operated by the mouse.

To diagnose a patient, you should initially read the symptoms report found written on the clipboard. Once you're ready for the physical examination the screen



To diagnose a patient, you should first read the symptoms report found at the bottom of the bed. Following this a physical examination should be carried out.



changes to display a close up of the torso. By clicking with the mouse in particular places, you can poke the patient in the gut and note his responses. Judging by the screams it's easy to distinguish which areas are infected. Sometimes you may need to backup your findings with an X-ray.

Whether you decide to operate or treat the illness with drugs, you can always be sure that your actions will be monitored by a superior. If they feel you need to improve, or something you do

leads to the death of a patient, you'll have to go back to medical school to learn how to correct your mistakes.

In the operating theatre the screen display changes again to represent the infected area of the body and display the various tools required to perform the operation. As you carry out the various tasks, a team of surgeons point out mistakes and remind you of anything you may have forgotten from what is always a strict procedure.

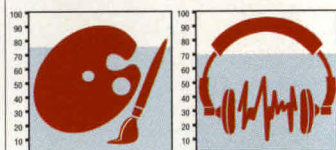
OVERALL SCORE
77%

ACTION INFO

LIFE AND DEATH

MINDSCAPE £25.53

TEAM: THE SOFTWARE TOOLWORKS



In the space of a month, two medical simulations have been released simultaneously. Although it would be very easy to compare the two, it would be wrong to do so. Germ Crazy is effectively a strategy game whereas Life and Death is more of a graphical interactive movie. To begin with it's definitely a case of trial and error, so any mistakes are covered at the medical school. The operation section is the highlight of the game and it will take a lot longer to master this area than simply curing any of the other illnesses which unfortunately has little lasting appeal.

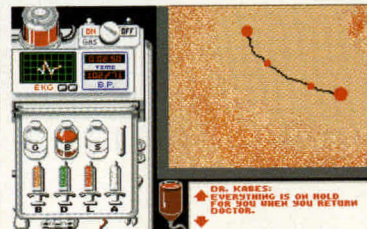
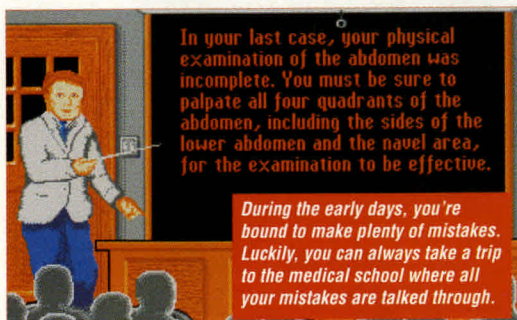
LEAGUE RATING

30 TOWER OF BABEL

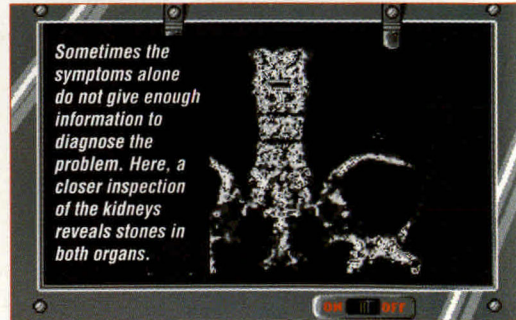
31 LIFE AND DEATH

32 INTERCEPTOR

STRATEGY



Your latest patient is suffering from an Appendicitis, so an operation is unavoidable. Thankfully, you're surrounded by a team of skilled and experienced surgeons.



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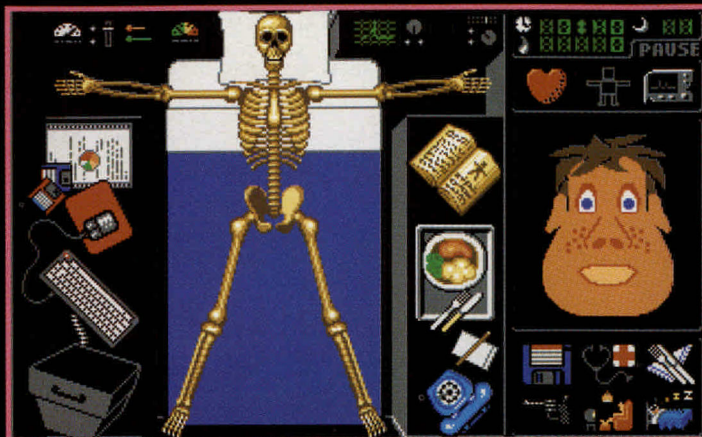
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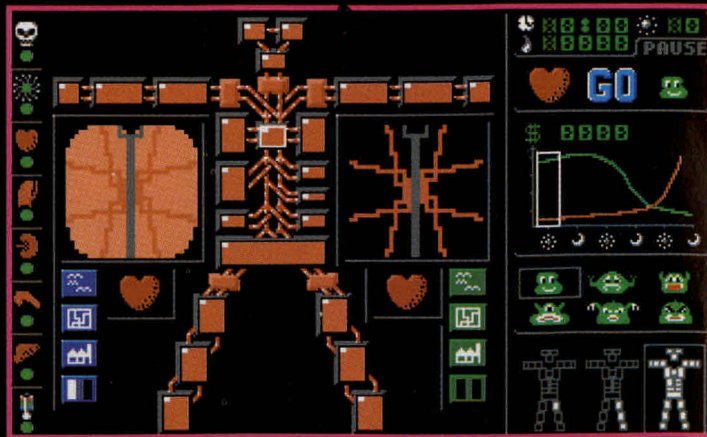
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AA AUGUST



Oh dear! Maybe it's time to call in the undertakers. Several attempts to wipe out the virus have failed and the patient has sadly slipped away, along with your medical career.



The body is made up of 24 individual blocks. Simply by clicking on a block you can view the entire contents of the organ.

Germ Crazy



STRATEGY



The common cold is back, and this time it's angry! Not content with giving the entire population of the world a snotty nose, it's new form can sweep through the human body with devastating effects. Every cell known to man is under threat and as yet, a complete cure is unknown.

You play the part of an up and coming adventurous doctor, who must experiment with various antibodies and medicines in an attempt to wipe out the disease that's gradually taking over. Just to make matters worse, the person on the operating table happens to be your brother.

Germ Crazy is effectively a wargame and certainly the first full scale military medical game. The basic aim is to enter the individual organs of the human body, all of which are graphically represented, and plan out various tactics and strategies. With over 70 viruses to fight and various ways of counteracting them, there are numerous ways in which to be successful.

Before you begin the game you can set the difficulty level by limiting the parts of the body that the virus can contaminate. Beginners are advised to select a single, less important organ to control. Moving up the difficulty ladder you can infect larger areas, before eventually moving on to the whole body.

With the difficult level set accordingly the game begins. It is played over numerous screens, each of which consists of icons and

ALL MEAT, A REAL TREAT!



BRAIN: The brain is the most important organ in the body and must be protected against any disease.



HEART: Another vital part of the setup that transports blood to all the other organs.



LUNGS: If you allow a disease to take over both lungs, the body will die, so a life support machine is imperative.



STOMACH: If destroyed you automatically lose half the effects of any food and pills.



INTESTINES: Lose both the stomach and the intestines and the food and pills will have no effect.



KIDNEYS: If you lose both kidneys, the body will not discharge any unused agents or energy forces.



PANCREAS: Produces strong acids that help in the digestion of food and pills.



LIVER: If it fails the mass repair system will fail as well and produce poison that dissolves all the surrounding organs.

pictures. Using the mouse to select the icons will either activate the selected option or take you to another sub screen which consists of even more icons.

The main portion of the screen is dominated by either a pictorial representation of the patient or a block diagram that separates different parts of the body. If the virus infects one of these parts, the relevant block will flash. Clicking on it takes you into the organ, where you can watch the virus spread and affect the various cells.

To combat the virus you can create up to 28 special agents. There are three types of body agents: antibodies, statics and



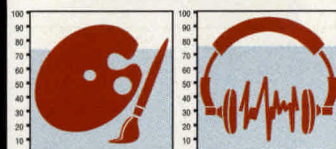
mobiles. Each one has different strengths, speeds and ratings and it's up to you to find out which agents are effective against each germ type.

This is not the only form of defence. Medicines, vaccination and pills can be pumped and injected into the patient and each will help to deter the germs. Managing the natural functions of the human body is also essential, so it's vital to ensure that the patient receives regular well balanced meals and plenty of sleep. If the patient is hungry, the mouth on the face will increase in until the necessary food levels are reached.

All the above resources are

ACTION INFO

GERM CRAZY
ELECTRONIC ZOO £25.99
TEAM: OPEN MIND



If you're a strategy fan you'll find Germ Crazy a breath of fresh air. The idea of producing a military medical war game is original and therefore it should appeal to non wargame fans. Although the graphics are far from perfect, they're well laid out and it's always very clear what each represents. Surprisingly, the sound is also impressive with plenty of sampled burps and ear piercing screams. One minor problem is the overwhelming number of icons and menus. These do take a while to get used to, but once you've got the hang of them prepare for hours of addictive fun.

LEAGUE RATING

28 ARNHEM

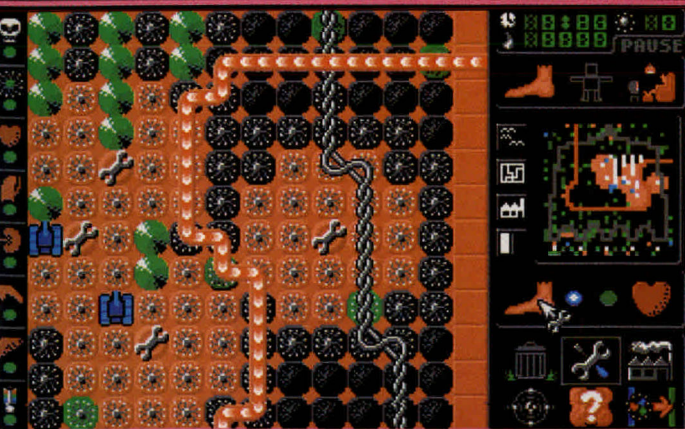
29 GERM CRAZY

30 TOWER OF BABEL

STRATEGY

divided into two groups: the agents require body energy and the drugs and medical equipment must be obtained from one of three sources. You have the choice of either the National Health Service, a private clinic or the Black Market.

Each has its own strengths



GERMC: Inside the human foot a virus has taken control. Luckily though, you have at your disposal no less than 28 agents which can be used to combat the germs.



The human hand is on many occasions the first part of the body to be infected. Here the battle is in full flow as you attempt to stop the disease spreading further up the arm.

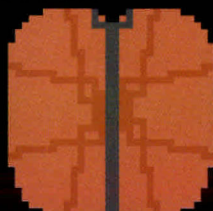


For close up combat with the germs, there are 28 various antibodies. Each has its own strengths and weaknesses and it's up to you to find out which are effective against the 70 diseases that may infect the human body. Creating agents uses valuable body energy so you must be careful how many you create.

KILLS GERMS, DEAD!



Antibiotics and vaccines can be bought from the private clinic. Although they're very expensive, the clinic does give you the freedom to treat the patient without a prescription.



ICON SEE CLEARLY NOW!

CLOCK: Everything in the game happens in real time, so it's a good idea to watch the time.

DAY/NIGHT INDICATOR: Helps you to keep track of the body cycle so you know when the patient should sleep.

ENERGY COUNTER: Displays the current body energy that's depleted when an agent is created.

CURRENT BODY AREA: Shows you exactly where within the body you are currently working.

QUICK ESCAPE DESTINATION: When selected, this option will take you to the nearest main menu.

EXTERNAL BODY MODE: This will show what the body is doing, either resting, sleeping or eating.

THE FACE: The facial expression will change depending on how hungry or tired the patient may be.

DISK DRIVE OPTIONS: Allows you to save your current position or restore a previously unfinished game.

MEDICAL OPTIONS: Toggle between the medical sources: National Health Service, private clinic or Black Market.

EATING SCREEN: A selection of foods are available from here to keep the patient well fed.

SLEEP MODE: Sends the patient to sleep in order to relieve tiredness and recuperate.

REST MODE: If the patient is not sleeping he will automatically go into rest mode.

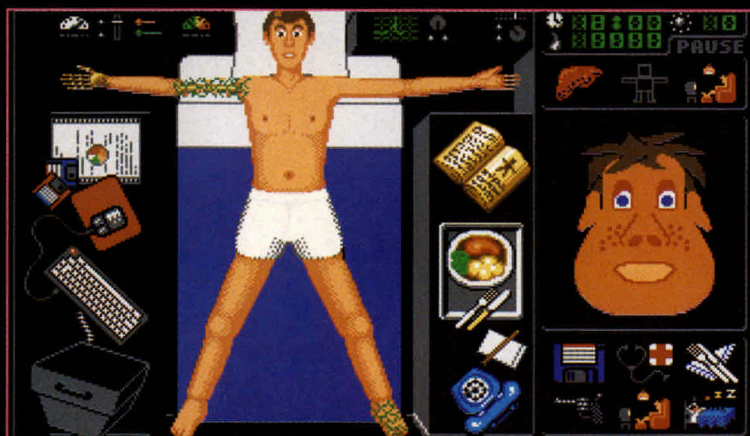
QUIT OPTION: If it all gets a bit too much for you simply pull the trigger to end the game.

and weaknesses. For instance, the NHS is cheap, but the queues stretch around the block. The private clinic is expensive and offers top quality treatment while the black market is cheap yet the equipment may be faulty.

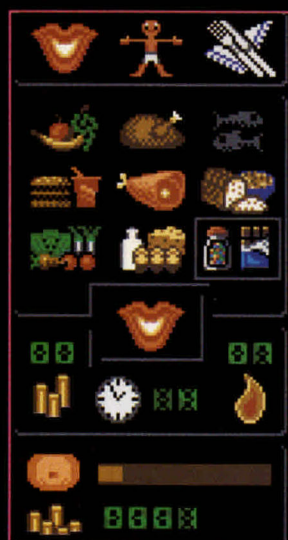
If you fail to make the best use out of the agents and medicines, the body will begin to deteriorate and drastic measures will need to be taken. If parts of the body rot away or become too badly infected you could amputate the area or fit a false limb. Remember though, whatever action you take, you should always have the patient's best interests at heart.

OVERALL SCORE
78%

(Below) The first sign of any trouble is displayed as a green mouldy limb. In this case, it looks like the arm may need to be amputated.



(Right) Regular eating and a well balanced diet are essential to keep the body's strength high. Fail to feed the patient and his health will deteriorate.





Issuing orders to your troops and vehicles couldn't be easier. Everything is controlled via a simple point and click menu system. Each vehicle has its own characteristics all of which must be considered by their commander.

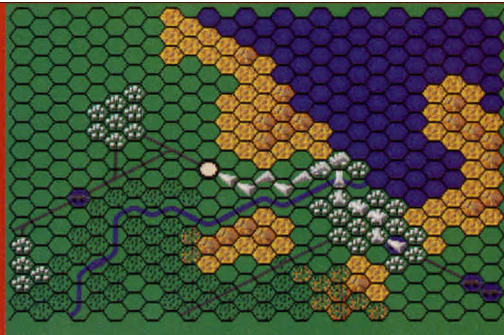


The landscape looks so peaceful at the moment. The rising sun silhouettes the hills and woodland on the distant horizon and sparkles on the river that winds through the valley below. The village to the left is silent, neither man nor animal stirs.

The silence is broken by the whine of an artillery shell. The earth surrounding the cottages leaps into the air and the dull thud of the explosion reaches you moments later. From your vantage

point you spy the large, squat shapes of heavy tanks emerging from the far tree line. As you slide down into the seat of your own armoured vehicle and close the hatch above your head you cannot help thinking that this is going to be a very long day.

Brigade Commander is the latest offering from Electronic Zoo. It is a strategic wargame that deals with combat on the level of small groups of units. It has been written by TTR Development Inc. who are well qualified for the job. All the



Getting your troops to the battlefield and moving them around while in combat can decide the outcome of a battle. The terrain on which you fight severely effects the speed at which you can travel and all commanders should study the lie of the land.



people involved with the program have either served in the armed forces or are on active duty at the moment.

The game is scenario based and has been designed to be flexible. On the disk is a whole selection of missions ranging from basic skirmishes to full scale assaults. In the future further mission disks are to be released and indeed an Operation Desert Storm supplement is already available.

The game is played on a grid of hexagons each representing 500

meters from side to side. Various terrains are represented by icons contained within the hexes including mountains, roads, forests, rivers and so on. Vehicles have their movement restricted by rough terrain and high hills may block firing. You must plan your strategies around the terrain that is presented to you and utilise the land features.

Commands are given to your units via a simple point a click system. Tanks can be ordered to storm towns, artillery can provide fire support, infantry clear built-up areas and, as in the best war movies, airborne divisions can assault *en masse*.

As well as the actual fighting aspect of warfare you also have to consider supplies and repairs. How do you get your troops to the front line in the first place? Should you send scouting units ahead to spot enemy positions? How do you support those units that are suffering from heavy losses? Only the most competent commander with all the strategy that you've got to offer will succeed in defeating the opposition, but have you got what it takes to be a Brigade Commander.



AC T I O N I N F O

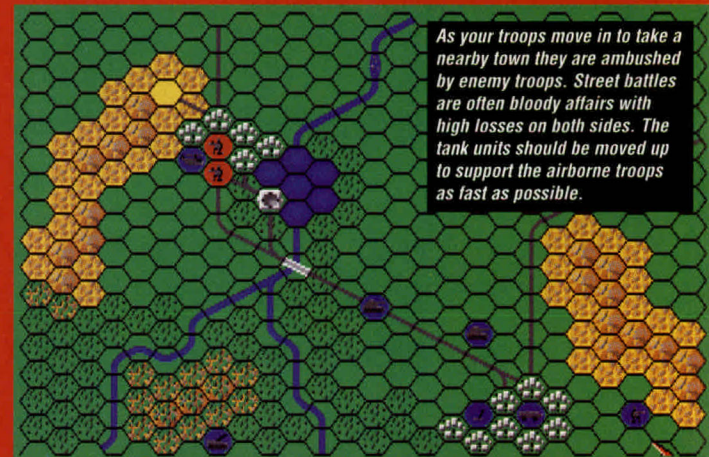
BRIGADE COMMANDER
ELECTRONIC ZOO £25.99
TEAM: TTR DEVELOPMENT INC

LEAGUE RATING

24	LORDS OF CHAOS
25	BRIGADE COMMANDER
26	HILL STREET BLUES

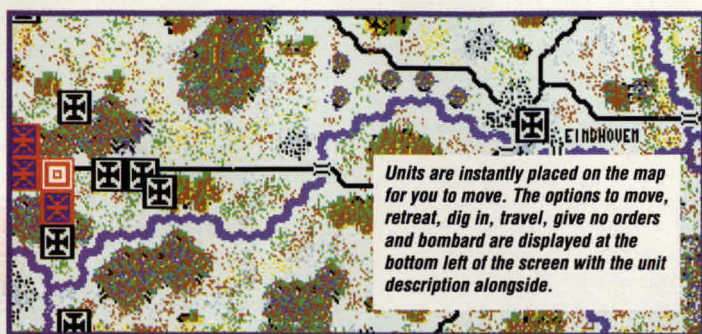
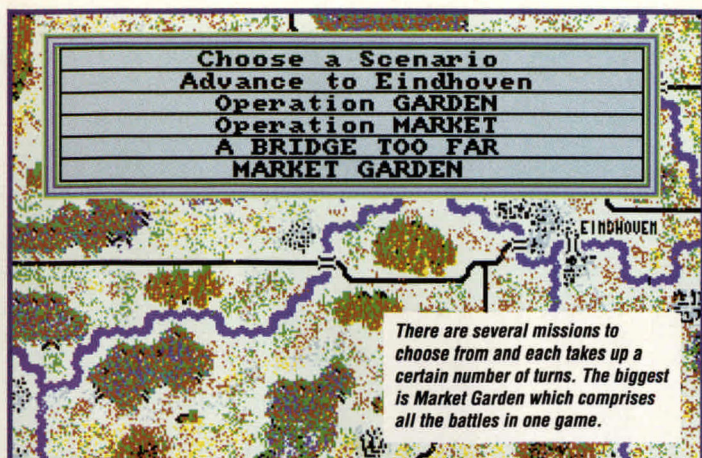
S T R A T E G Y

The control system used in Brigade Commander is very simple to get to grips with. Being an impatient git I didn't bother to read the manual before starting to play but this was little problem. The information and background details used in the game are comprehensive and should satisfy any techno-freak. The scenario editor and whole host of other options increase the game's appeal immeasurably. Whether you are a hardened strategist or new to this style of game. Definitely worth a long, hard, look.



Brigade Commander





A C T I O N I N F O



ARNHEM
CCS £19.95
TEAM: R T SMITH

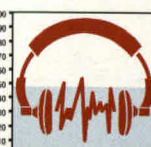
LEAGUE RATING

27 GOLD OF AMERICAS

28 ARNHEM

29 GERM CRAZY

S T R A T E G Y



Although Arnhem was fairly complex on the Spectrum it really hasn't taken full advantage of the Amiga's capabilities. Still it is an enjoyable wargame which is very accurate historically. The graphics are small but clear and the map scrolls very smoothly indeed. Sound is pretty sparse and the cannon and gun effects don't really install added atmosphere. As it is, Arnhem is a competent wargame with the emphasis more on gameplay than graphics and at this it succeeds very nicely.

Arnhem

STRATEGY



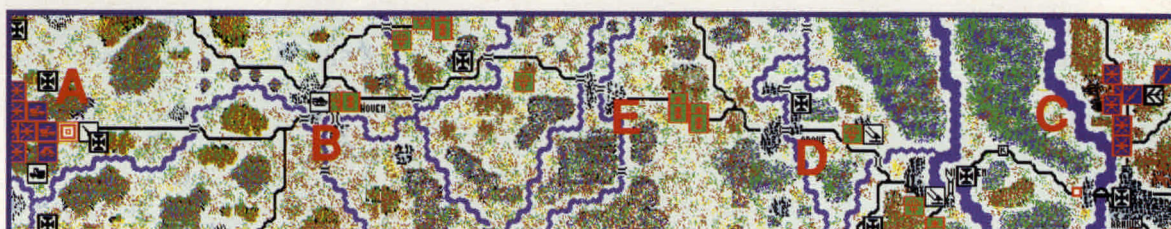
Arnhem originally appeared on the Spectrum and was the first of a series of World War II simulations from CCS. Arnhem is remembered as the best of the group and now makes a welcome appearance on the Amiga.

Arnhem is a one or two player tactical wargame depicting Operation Market Garden. There were several elements to the battle which have been separated into smaller games. These are: Advance to Eindhoven, Operation Garden, Operation Market and The Bridge To Far. Players can opt to play these battles or opt for the full scale conflict which can last eight to ten hours.

The map contains all the key areas of the battles as well as foliage, rivers and hills. The major towns are linked by roads which provide vital supply lines whether you are playing the allies or the axis. Once you have chosen a scenario you must place units on the map and give them orders. Each unit can be split into smaller groups which makes travel faster although limits its effectiveness in combat.

Once the ground assault has taken place, airborne divisions will arrive and must be placed on flat-land areas. They are very vulnerable to land divisions as they are helpless until they land. Once they have reached the ground you can then move them around the map.

The battles comprise of turns. After players have taken their turns



A) This is where the battle starts with a heavy concentration of allied tanks, artillery units and motorised infantry. B) A German tank destroyer has intercepted several parachute divisions at Eindhoven and is coming round for attack. C) A parachute division has been dropped just over Arnhem and

OPERATION MARKET GARDEN

has picked up strong resistance around the city. D) No sooner has a parachute regiment landed at Crave than it is instantly attacked by heavy German artillery. E) Parachute units dropped behind enemy lines can make a break for either Eindhoven or Crave and then Arnhem.

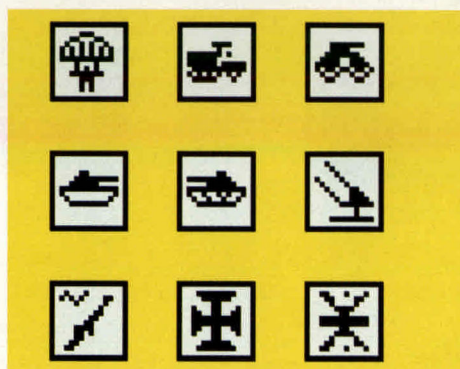
the computer calculates any damage. Units not strong enough to withstand an attack will either be destroyed or retreat. Once they have retreated they can never advance.

Units are allocated certain attributes such as strength, durability and morale. If it is too weak it will retreat but if it has a reasonable strength and morale it will move onto the target.

As the battle continues new units arrive. Obviously the HQ must be protected and it is necessary to keep a supply line open otherwise the attacking units will be starved of provisions and armour.

Once the allotted turns have been used up a battle report is displayed showing how many casualties have been suffered and the eventual outcome. There are many battles to keep your interest though and they will certainly take some winning.

OVERALL SCORE
78%



BATTLE UNITS

Left to right from the top:

- A. PARACHUTE REGIMENT
- B. MOTORISED INFANTRY
- C. RECCE GROUP
- D. TANK SQUADRON
- E. TANK DESTROYER
- F. FLAK UNIT
- G. INFANTRY UNIT
- H. GERMAN UNIT
- I. ALLIED UNIT



After each turn combat takes place and is indicated by the unit being attacked flashing red and yellow, as well as the customary explosion and machine gun sound effects.



P.P. Hammer

PLATFORM



The hero in this adventure isn't a brave and fierce warrior. Nor is he out to save the world or rescue a loved one. In fact he is just a rather plain and average guy. During the day he works on a construction site before returning to his meager home. Boring, eh? Certainly not the sort of person that explores mysterious caverns and battles the terrible creatures that lurk in shadows.

So how has such a plain chap become involved in a fast paced

action adventure? Simple really. One day P.P. Hammer (no relation to the bloke that sings and dances) was working in the street making a large hole with his drill when, through pure luck, he stumbled across a large underground cave and before he could save himself he fell inside. Armed with only his Pneumatic Weapon (drill) P.P. must try to escape from the subterranean labyrinths with his life.

Taking on the role of P.P. you

must complete 70 levels before you can make it back to the outside world. To progress to the next you must collect all the riches that are scattered around the various rooms and then find the exit. Each section only contains a certain amount of air and if you delay for too long you will find yourself gasping for breath as you slowly die!

You only have two items that can aid you in your escape attempt. First of all you have a big pneumatic drill. Using this you can break

through some of the rocks that make the caverns. Sometimes you will find hidden items or you may break through the walls and into a new room.

When you are being set upon from all sides it's time to hide. You also have a big yellow helmet which, if you squeeze up really small, you can just about fit underneath. Great for avoiding the unwanted attentions of any nearby vampire.

Hidden among the rocks and in the darkest and most inaccessible corners of the rooms are various



JUST LOOK AT THOSE GROOVY MOVES



You start here. The first thing to do is grab the treasure nearby.



Crawl down the passage and grab the golden urn.

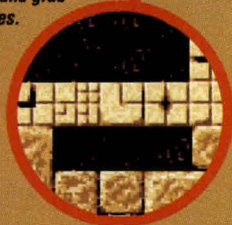
Using a blue key open the trap door and collect the chest.



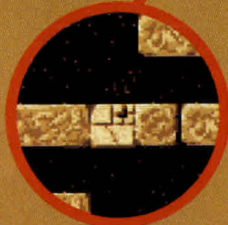
Finally return to the door and move on to the next section.



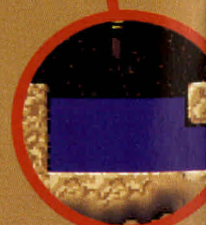
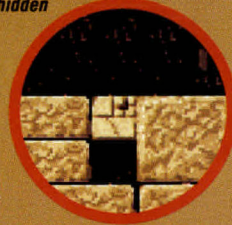
Drill the blocks and grab any hidden riches.



Remove the block and jump through the gap.



Drill the block and search for hidden treasure.



potions and items that will be of some aid to you. The coloured keys are straightforward: the blue key will open the blue door and so forth. There are potions that allow you to jump to incredible heights or even become invisible for a few seconds. You may also discover a can of oil that will improve the efficiency of your drill.

But everything is not a bed of roses. The residents of the caverns are not very happy with you running around and stealing all their wealth and riches (and quite rightly so). In fact they are so annoyed that they want to kick your head in and knock all your teeth out.

On the bottom end of the nastiness scale there are the Rats, Spiders and Snakes who pursue you through the mazes. They have limited movement and are unable to leave the platform on which they began.

Slightly meaner are Killer Wasps and Dragon Flies. They still follow a predictable pattern but they are not restricted to following

a single platform. At the top of the ladder are Zombies and Abominable Snowmen. These beasties follow you wherever you go, up ladder and down platform. To escape from them requires some quick thinking and a bit of nifty work with your drill.

As well as the bonus mentioned earlier you may also discover teleport gems. Collect one and you will be transported to a sub-level where your only aim is to boost your score by as much as possible in the allotted time. The cherries and various items of fruit contained within only count as points and serve no other purpose, although you can occasionally discover a potion or two if you are lucky.

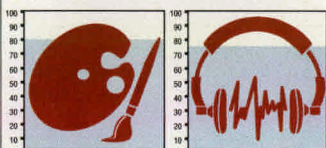
When you have cleared a level of all its treasures a door allowing you to progress on to the next section will appear. Each level has its own code so that you can skip already completed levels.

To complete the entire game requires quick thinking, agility with a joystick and a devious mind. Some of the puzzles and traps are seemingly unpassable but keep on persevering and you may get lucky.

OVERALL
SCORE
88%

ACTION INFO

P.P. HAMMER
DEMONWARE £25.53
TEAM: GUNNAR LEIDER



Straight down to facts, no burbling on. The sound isn't brilliant. The tune that accompanies the game is a jingley little ditty that sounds like something that you hear in a supermarket. The graphics are better and have some nice touches (try leaving the game for a few moments and you will see what I mean). So why do I keep coming back to have just one more go, and another, and another and so on? Basically the game has a certain something that makes it so addictive. Go out and buy it now. I'm going to stop writing this and have another go at beating level 16.

LEAGUE RATING

8 BRAT

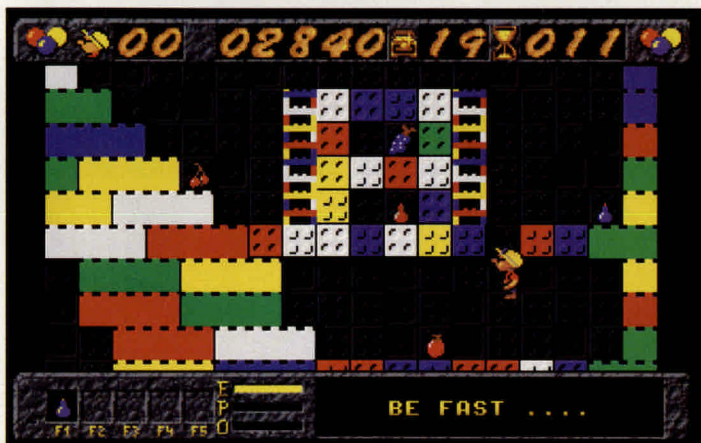
9 P.P. HAMMER

10 FLOOD

P L A T F O R M

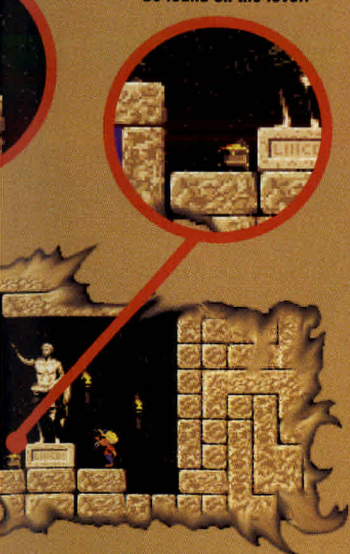


This Roman guy is not very happy and he has got a good reason to be a tad upset. You're stealing all his treasure! You have to avoid the unwanted attention of any of the creatures that you discover in the labyrinths as they all want to kill you.

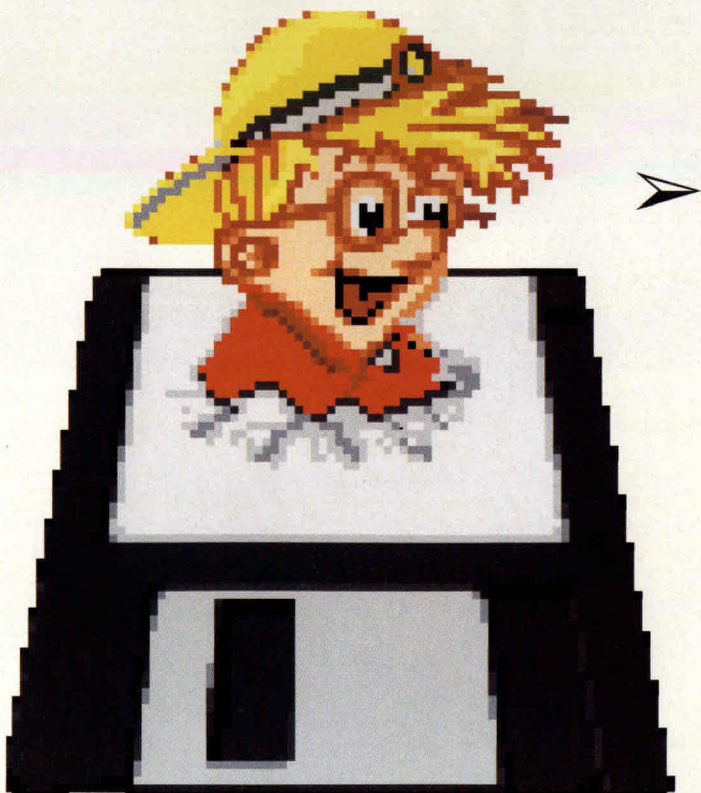


Hidden throughout the levels are gems. Collect them and you will be transported to a bonus level where your only aim is to boost your score as much as possible by collecting as many icons as you can before the clock expires.

Grab the last treasure to be found on the level.



Jump the water. If you fall in you will drown.



IT'S HAMMER TIME!

LIVES: Whoops, Hammer has taken quite a beating and has no lives left.

SCORE: Increases with the more treasure you collect and the faster you do it.

TREASURE: The number of priceless treasures that are still left to be collected.

TIME: As the clock counts down the pressure will mount up.

BLOCK: Remove this block with your drill to get your hands on the chest below.

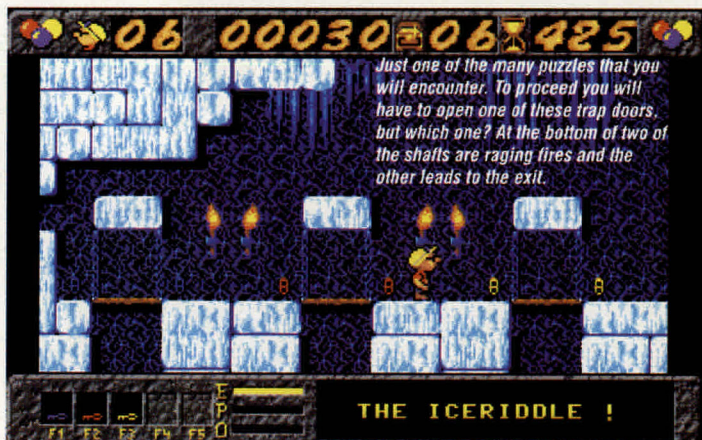
TREASURE: Just one of the many that need to be discovered.

P.P. HAMMER: The hero. Really he is just your average kind of guy.

OBJECTS: The items you hold are displayed here, in this case just a single potion.

ENERGY: Indicates the amount of energy and potion levels remaining.

GHOST: There are many different monsters that lurk in the shadows waiting for you. Some nifty joystick work will be needed if you are to avoid them.



BIG YELLOW HELMET COMPETITION

We aren't greedy, we already have a copy of P.P. Hammer so we thought somebody out there in reader land would like a copy of the superb game. Of course, as is tradition with this sort of thing, you will have to win a competition to get your sweaty hands on it.

The question is quite simple if you read the whole mag as there are clues scattered throughout its contents (you just have to find them). So here goes: P.P. Hammer has a big yellow helmet. Who on the Amiga Action team also has a yellow helmet and which disease has he caught? The funniest answer will probably win and remember that we have to print the answer so don't make it too perverted.

Send your entries to: The Big Yellow Helmet Competition, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

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TOKI THE WARRIOR



The story starts with Miho, the fair maiden of the warrior Toki, being kidnapped. But as anybody can see, magic is at the centre of the mischief.



News soon gets to Toki, and the mighty warrior wastes no time in pursuing his true love. But unfortunately it is all a trap and Bashtar the evil sorcerer is waiting with an evil spell.



The spell starts to weave its evil magic upon the unsuspecting warrior. Will it consume him or will Toki be able to survive the ordeal?



The spell finished, Toki realises his fate. But even in this transformed state he still has the taste for revenge, and maybe if he overcomes Bashtar he will be restored to his true form.



PLATFORM

Toki was a proud warrior known throughout the land for his might and braveness in battle. Many times had he saved his precious homeland from vicious armies that had tried to take the land for themselves. But all that he wanted in life he already had, his fair maiden, Miho. But even with might such as his he could not foretell what lay ahead.

Bashtar the sorcerer had been planning to vanquish Toki's homeland for some time, but he was clever enough not to underestimate Toki's power and understood that he would need to do away with the courageous warrior first. So, using his evil magic he kidnapped Miho to lure Toki to him. Of course Toki soon went after his fair lady but this time Bashtar was ready and Toki was turned into a Neanderthal ape to stop him from obstructing the sorcerer's plans any longer.

But even in this primitive state Toki still wanted revenge, and he would have it, as well as Miho and his true form.

Taking on the role of the now transformed Toki it is up to you to save your homeland and your girly, Miho. Although in your ape state you aren't quite the warrior you used to be there are some advantages that have been bestowed on

Toki



Doing his Tarzan impression, Toki swings through the air so that he can get to a platform on the other side. Timing is needed to let go at just the right time.

you. Somehow in the transformation you acquired the ability to spit fire making life for the minions of Bashtar pretty hard.

But this is not your only extra. Along the way you will run across numerous extra breath weapons (four in all) that will each make your firepower that bit better. There are also a couple of other items that can be collected one of which is the handy crash helmet which allows you to butt your enemies into oblivion. But if you get into a scrape where your firepower just can't help you, you can simply jump on to the monster's head and kill him instantly (well, almost).

Some monsters carry special items for you and it isn't until you've killed them that you can collect the useful extra.

On each of the six levels there is a group of flying monsters that when shot will drop gold coins that can be collected, and for every 30 that you manage to collect you are



With a single bound you dive into the water below. It's the only way you can go and if you ever want to see Miho again you're just going to have to get your feet wet.

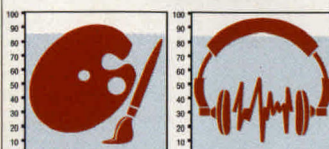


ACTION INFO

TOKI

OCEAN £24.99

TEAM: MICHEL JANICKI



Toki has been at the arcade for quite a while now, and I'm surprised it has taken this long to find its way onto the Amiga. But it's here now and what a game it is. On first impressions it is almost identical to the arcade version, with the the graphics and sound being almost perfect. As for the gameplay, well, as anyone who has played the arcade version will know it is totally great and grabs hold of you from the first seconds of play. Ocean have done themselves proud and hopefully all of their future products will keep up this standard. A first class product if ever we saw one.

LEAGUE RATING

6 RICK DANGEROUS I&II

7 TOKI

8 CHUCK ROCK

PLATFORM

awarded an extra life (hooray!).

Of course there is a huge guardian at the end of each stage that has specific orders not to let you pass, but each of them can be killed and it shouldn't take long for you to work out how. The second to last guardian is the sorcerer's evil magic in the shape of huge hands and feet that attempt to crush you with their iron grip or squish you with a single stamp.

The last level changes style slightly and most of it sees you on the top of a small railway truck as it speeds along a dangerous track. You'll have to jump bridges and spiky obstacles perfectly if Miho is ever to see the light of day again. Toki will make a monkey out of you.

OVERALL
SCORE
86%

TOKI'S TACKLE (OOER!)

FLAMES: The DIY flame thrower. Once picked up streams of fire will spurt from Toki's mouth every time you press fire.



2 SHOT: Once collected this icon doubles your fire making it easier to take out the enemy.



BOUNCER: Similar to the 2 Shot, but the fiery bullets bounce together as they go along.



LARGE SHOT: Similar to Toki's normal fire power but a lot larger and doing more damage.



LIFE: You've got it! Collect one of these and you will be rewarded with an extra life for Toki.



HELMET: Donning the Crash Helmet will give Toki quite a bit of extra protection. He can now also butt monsters from underneath.



COIN: Collecting 30 coins will give Toki and extra life, but you'll have to get through at least five levels to collect that many.



A huge flying machine moves around the screen causing you all sorts of problems. What you need to do is kill those monkeys on top of it.

GO APE WITH TOKI

In Toki our poor hero is transformed into a primitive ape (Doug suffers from the same problem) supposedly the same as the Neanderthal ones in our human evolution.

What we want you to do is send in the name of another part of human evolution ('cos we haven't got a clue what any of them are). The writer of the first one we pull out the bin...I mean hat...will have a copy of Toki sent to them quicker than you can say War and Peace backwards.

Send your entries to: Amiga Action Toki Compo, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



Level four takes you through the Crystal Caverns. You'll have to be careful as some of the platforms break after you have stood on them for a little while.



Being the usual cheat that he always is, Bashtar arms his monsters with powerful cannons that will hopefully put an end to you once and for all.

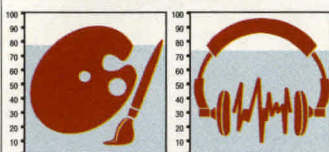
What game would be complete with out an ample number of end-of-level guardians to step up the gameplay a little. Well, I suppose quite a few really, but nevertheless they certainly work well in Toki. There aren't many good arcade conversions these days but Ocean have done well this time.



Brain Blasters

ACTION INFO

BRAIN BLASTERS
UBI SOFT £25.99
TEAM: MICHAEL ANCEL



A lot of puzzle games have been released onto the market recently and for any of them to be more successful it will have to be significantly better than the competition. Brain Blasters is definitely well presented with its cute characters and rhythmic background tune. Although it has instant appeal the single player game soon becomes repetitive. If, however, you invite some friends around you are in for a good time (fnar, fnar). The editor and other extras can only help to enhance the product's appeal. Recommended for any puzzle game junky as this game is a good little brain teaser.

LEAGUE RATING

13 LOGICAL

14 BRAIN BLASTERS

15 GEM'X

P U Z Z L E

PUZZLE AND QUIZ



For years you have trained every day. From the first rays of sunlight in the early morning you toil until the rising of the moon in the evening. You work without rest, your mind on only one thing, the Brain Blasters.

Once every century the most powerful wizards and magicians assemble on the island of Vardkar. Under the watchful eye of the Great Priest they battle against each other in tests of

agility, speed, intelligence and most importantly, memory. Only the most adept of the Mages will cast down his rivals.

At the end of the Brain Blasters tournament is the final test. The ultimate Magic-User will have to face the most gruelling trial of all, IOZU. The reward for success is unknown but is rumoured to be priceless and something that mere mortal men can only dream of.

You take the role of one of the competing wizards in the



Brain Blasters tournament. Your aim is to defeat as many of your rivals as possible and accumulate enough points to qualify for the IOZU test, the ultimate challenge.

There are three different styles of competition and although each is basically similar all have a unique twist to them. The Memory Quest pits a single player against the clock with his goal being to complete 25 puzzles to collect a bonus object that will aid in the completion of the IOZU test.

Memory Fight pits two players against each other in an attempt to clock up as many points as possible. Finally the Mad Mode has three players competing at the same time, something to sort the men from the boys.

Before you begin each test you will be shown a five by five grid filled with various blocks of different shapes and colour. You have 60 seconds to memorise this pattern because once it disappears you have to reconstruct it! From the sky fall the blocks used and if you manage to beat your opponents to them you can slot them into the appropriate space on the grid (if you remember where that space is). The victor is the first to completely finish his pattern.

Also included with the game is an editor that allows you to design your own mind numbing puzzles, and finally the IOZU challenge if you manage to beat the standard tests. Happy puzzling.

OVERALL
SCORE
75%



The Memory Fight is where you will accumulate the majority of your points. Before the game begins you must bet on the outcome of the contest. If victorious you can make a windfall and quickly rise up the ratings.



The single player Memory Quest is the basic form of the game. Here just one man tries to finish the pattern before the clock expires. If you manage to complete all 25 levels you will receive a bonus that will aid you in the final IOZU contest.



Here we see an example of total mayhem. The tiny little wizards rush about the screen in a frenzy as you desperately try to defeat your rivals in the all action Mad Mode. Having three players competing at the same time certainly adds a new dimension to puzzle games.



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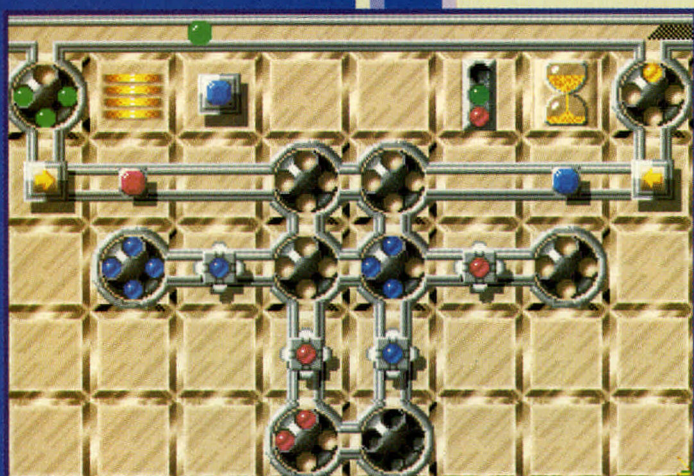
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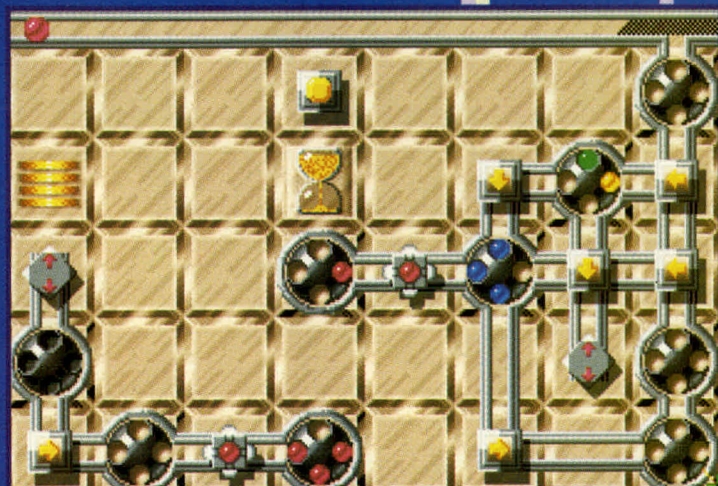
(Right) As you get further into the game the Logical levels get extremely hard (unusual for a puzzle game I don't think), but with your high IQ I'm sure you'll work them out.



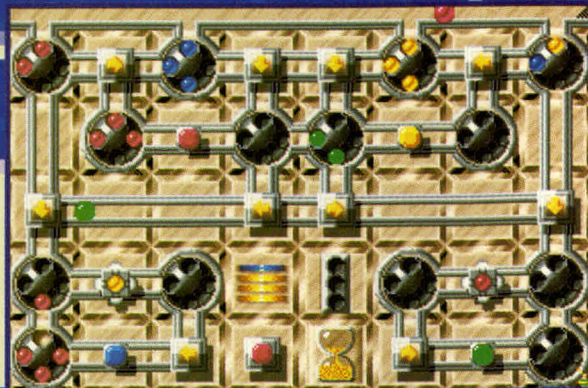
Lots of tumblers, but in four separate corners. How are you going to get to them? By using the teleporters of course!



Some of the tumblers in the game are guarded by coloured locks which only allow marbles of the same colour as the lock to pass through. Fortunately there are some colour changers.



The directional arrows guide your marbles around the screen. They make less work for you in this level as opposed to the later levels where they make life very hard indeed.



PUZZLE AND QUIZ



Logical is quite different from any other puzzle game on the market, the nearest to

it being *Revolutions* from Krysalis, where you have to turn coloured tumblers so that they match with the colours on other tumblers surrounding them. Logical has the same sort of tumblers, but this time there are no colours on them, or at least not at the beginning.

The game starts with a small marble that rolls on to the top of the screen via a long channel. This marble bounces back and forth in the channel until it falls into one of the tumblers (there's at least one under this top entry channel). At this point another new coloured marble appears in the entry channel and stays there until there is a free receptacle in the tumbler to fall into.

Each tumbler has four receptacles that the marbles can fall into and the idea of the game is to fill each of the tumblers with four of the same colour. Each time you fill a tumbler with matching marbles it explodes and the receptacles that the marbles fall

into turn black. This doesn't mean that you can't use that tumbler any more but there is just no point in matching the marbles in this particular one again.

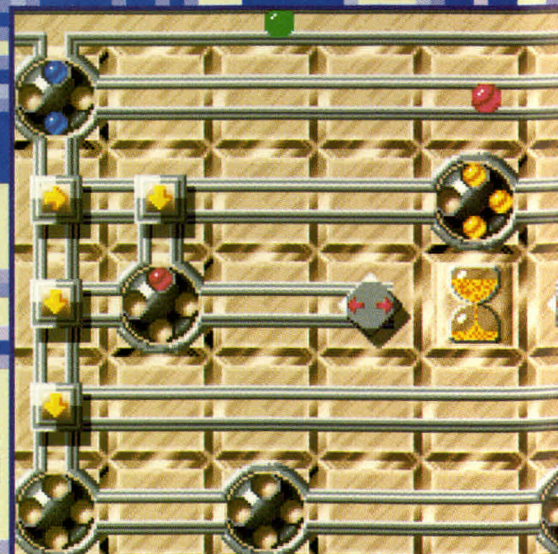
Once a marble has fallen into a receptacle it doesn't have to stay there for the rest of the game, there are plenty of other channels that link the various tumblers together. By simply turning the tumbler, so that the receptacle with the marble in is facing the channel, and clicking the left mouse button the marble will roll down the channel and into the other tumbler.

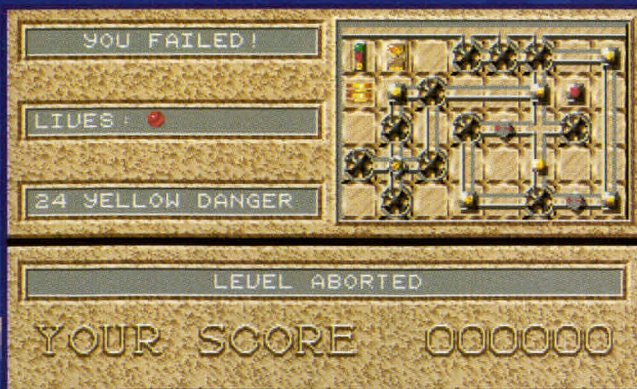
However, this rather simple game strategy changes in the later levels and becomes quite complex. On the harder stages a box with three marbles in it appears on the screen. Depending on what colours are displayed in this box you have to match the marbles in that order.

Of course, there's a time limit in which you have to match up the marbles in each tumbler so you won't be able to rest on your laurels for too long!

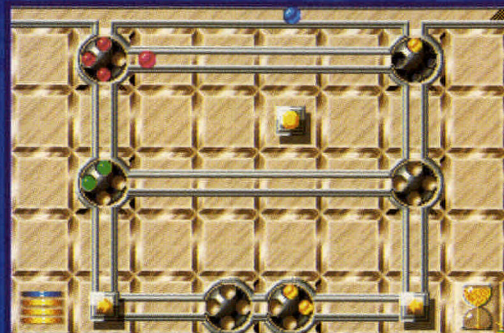
OVERALL
SCORE
76%

A set of what look to be traffic lights governs the gameplay. Before you can start matching the other marbles you have to match those that correspond with the colours on the lights.





(Left) Before you start the level you can take a little while to view a smaller version of it and ponder upon what strategy to use, and then just hope for the best.



The first level confronts you to introduce you to the elements of the game before things start to pep up a little.

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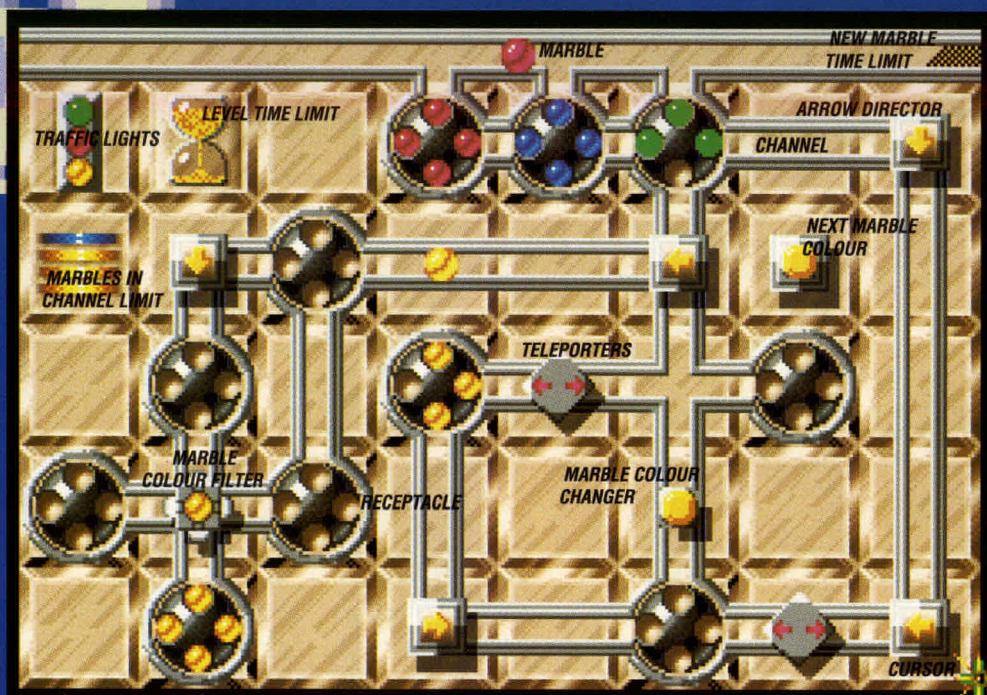
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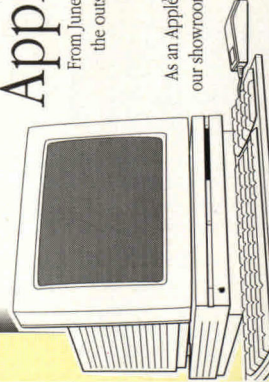
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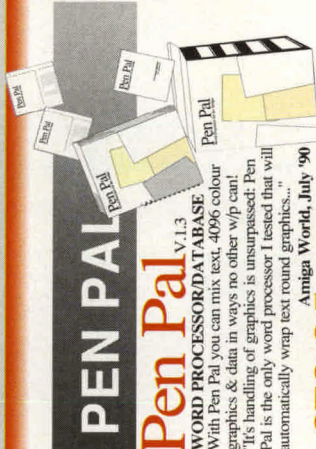
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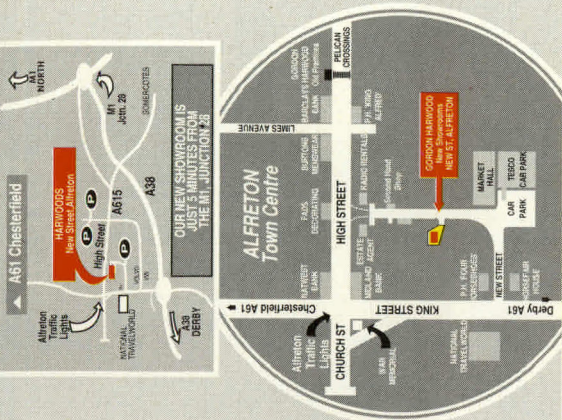
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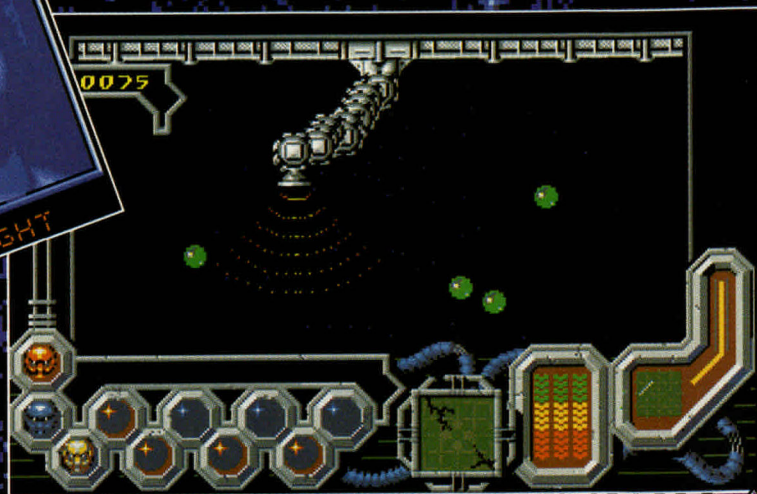
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The three officers aboard the beacon seem to have been put there for reasons beyond their control. Nevertheless, they all effectively get on with the job in hand.

Although it's called a battle pod, its main aim is to Hoover up the Plasmodians before they attach themselves to the side of the beacon.



SHOOT 'EM UP



Lying on the fringe of our solar system, Beacon 04523N continues its duties silently and very effectively. Positioned at the centre of a major interstellar junction, its responsibility is to guide the intergalactic travellers and space freighters through the gravitational eddies of the system.

The general day-to-day running of the beacon is handled by several droids, but to keep the unions happy, three pilot officers are employed to carry out routine maintenance work and of course, to respond to the beacon's emergency warning systems. Only one officer can patrol the ship at any time due to the lack of oxygen produced, so the other two remain frozen in suspended animation.

Although the beacon is fairly isolated, it is not exempt from alien attacks. A rare form of deadly microbe called Plasmodians are the main threat, as they roam through the solar system in search of food. Unfortunately, nothing turns their taste buds on more than a quick serving of plasnoglass, which forms the protective walls that were used to construct the beacon. If the walls are breached, the beacon will self-destruct in 60 minutes to ensure that no federation owned vessel is infected with an alien disease.

Playing the part of the active officer, you must ensure that no Plasmodians infiltrate the beacon or stay aboard for longer than 10 minutes. However, it's not entirely down to you, as up to 10 programmed droids can be positioned to help you sort out any problems.

The first warning of any trouble is picked up by the long range scanner, which is backed up with information from specific droids. This allows you to move to the sector under threat and take control of a battle pod (commonly known as the space

hoover). The hoover, controlled by you, can be used to suck up the Plasmodians before they attach themselves to the side of the beacon. Fail to do this and you'll have to climb into a spacesuit and attempt to knock them off from the outside.

If the beacon is infiltrated, the Plasmodians multiply and fire bolts of plasma. The only defence you have is a stream of plasmicide spray, which can be accessed via the joystick button and is used to destroy the Plasmodians.

OVERALL
SCORE
73%

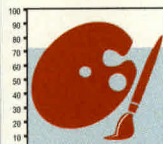
If the Plasmodians attach themselves to the side of the beacon, you'll have to kit yourself out with a space suit and knock them off.



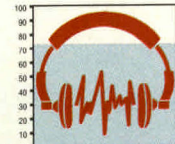
Wreckers



A C T I O N I N F O



WRECKERS
AUDIOGENIC £24.99
TEAM: DENTON DESIGNS



Without any doubt, the storyline and the scenario behind Wreckers provides plenty of interest. After wading my way through the fairly large manual, I really felt the game might have had plenty of depth and lasting interest. Unfortunately, the gameplay doesn't live up to expectations and is, in fact, decidedly simple. Another problem is caused by the very awkward control method. On a brighter note, the graphics and sound help to create a suitable atmosphere, but unfortunately, they fail to rescue the game.

LEAGUE RATING

59 THE PLAGUE

60 WRECKERS

61 ZARATHRUSTA

SHOOT 'EM UP

BLITTERCHIPS AMIGA PD

GAMES

78. The Holy Grail, a very good adventure
363. The Golden Fleece, a text adventure (*)
418. Frantic Freddie the PD game, good fun
441. All new Psuedo Cop game, a shoot em' up
458. Castle of Doom, adventure with graphics
477. Return to Earth, space combat/adventure
460. Flashbier, a boulderdash PD game
551. Cluzdo and Monopoly, 2 great games
552. Eat Mine, has 80 screens to play at
553. Retaliator and Pacman, 2 great games
555. Drip, a painter type of game, great fun
558. Murder, an adventure playable preview
559. Back to the Future, playable preview
562. Spaceblitz, 4 good games to play
644. Horror Zombies, playable game preview
665. Killing Game Show, playable preview
668. Cybercon III, playable game demo
672. James Pond and Paratrooper playable demos
699. Yelp, a painter type game, multi-levels
900. Blizzard, fast scrolling shoot 'em' up
1014. Chinese Checkers, similar to solitaire

SLIDESHOWS

781. Wendy and Lisa, pictures of the pop duo
779. Twin Peaks, pictures from the TV show
758. Yabba Dabba Doo, great cartoon pictures
667. Future Visions, more fantasy pictures
480. Saucy postcards, naughty but nice
474. Madonna slideshow, lots of pictures
472. Viz slideshow as seen in Amiga Format
112. Space Bubbles, terrific fantasy pics
739. Slideshow Spectacular, superb hi-res
904. Countach Fantasy slideshow 1
905. Countach Fantasy slideshow 2
991. Belinda Carlisle slideshow, great pics

UTILITIES

992. MED v3.10 superceeds MED v3.0 (*)
1026. MED v3.11 we bring it to you first (*)
813. Startrekker V1.2 Soundtracker clone
793. Red Sector demo maker v1.0 great! (*)
735. Flexi Base, a more friendly database
843. Iconmania, a disk full of icon utils
640. Mobed v1.0, a movable object editor
623. C-Light, ray tracing program very good
613. Soundtracker Professional (Protracker)
993. Master Virus Killer v2.1, terrific!!
877. North C v1.3 a 2 disk set £1.98
898. Audio Magic v1.1, full of utilities

DEMOS

617. The Byte Busters Mega demo, good
807. Evil Dead demo, for all you Sycho's (*)
759. Amos Creator II demo, official release
751. Colour Cycling, superb effects get it!
750. Budbrain II a new disk from Budbrain
656. Pussy Innership, good graphics and game
655. Unreal game demo, to show off your Amiga
654. Olympia, parallax scrolling at its best
598. Fractal animation, super mandelbrot (*)
597. Cool Fridge, superb Plasma effects here
547. Materialized, Crytoburners superb demo
539. Chromium, a great new demo by Scoopex
516. Purple, very large vector routines
321. Fractal Flight animation, unusual demo
287. Golam Gates Mega demo II, worth getting
132. Dragons demo 1, has lovely raster effects
174. Ian & Micks mega demo, 9 parts to this
982. Total Rebate, from the Steve Wright show
983. Total Retrial, from the Steve Wright show
984. Total Restyle, from the Steve Wright show
985. Total Respray, from the Steve Wright show
986. Total Recount, from the Steve Wright show

MUSIC

796. Crusaders does Genesis, superb (*)
794. In a Silent Way, don't miss this disk!
980. Jarre Live, eleven good tracks of music
770. Arcane Music, 11 tracks for you to play
767. The 900/Oxygen remix, collect it now (*)
978. Give Me What I Want, Sam Fox sample
723. Sounds of DOB II, 17 tracks of music (*)
970. If Only I Could, Sidney Youngblood sample
718. Revolutions by Jean Michelle Jarre
848. A Kind of Magic, by Queen, sampled (*)
716. Bomb the Base, 8 fab tracks to listen to
703. 808 remixes from the Beatmaster who else?

MUSIC

- The following are £1.98 each 2 disk sets
2. I Should be so Lucky by Kylie, 5 samples
 856. The Power Of Love, by Huey Lewis, sample
 301. Darkstar's music 9, 14 great tunes
 417. Electric Youth by Debbie Gibson, great!
 420. Lumberjack song from Monty Python
 478. Made in Heaven by Kylie, a full 6 mins!
 525. Flash by Queen, a great two disk set
 968. Followin you, by Madonna, great song
 581. D-Mob music 4, 2 disks of good music

ANIMATIONS

43. Puggs in Space, a cute and funny demo
863. Iraq Demo, rather comical animaton
313. Revenge Horror Show, for psycho's only
394. Stamp Collector, an old but good demo
444. Fillet the Fish, similar to Puggs demo
631. Steves animations 1, has 8 cute anims
632. Steves animations 2, has 6 cute anims
789. Steves animations 3, has 6 cute anims
790. Steves animations 4, has 5 cute anims
791. Steves animations 5, has 6 cute anims

The following animations all require 1 Meg

805. Franklin the Fly, hilarious and funny
763. Basketball Player, superb ray tracing
866. Ami versus the Walker as reviewed
913. Mars, smooth space fighter animation
917. Juggette anim, and Juggette the revenge
633. Batman the Movie, funny and amusing
625. Juggler II, the juggler meets a lady
582. Stealthy II Manoeuvres, great cartoon
291. The Lotus Car chase from Agatran
865. Coyote Strikes back, poor Roadrunner
101. The very famous 'Gymnast' demo
79. Education of Cool Cougar, very funny

The demos below consist of 2 DISKS so each demo costs £1.98... please remember

929. Maximum Overdrive, lots here & good
45. Kefrens mega demo 8, one of the best
66. Predators, great game to play as well
926. Mr Food, hilarious sample of record
199. Red Sectors, a must for demo collectors
201. R.A.F. another of the classic demos
365. Budbrain, over 18 yrs for this, sorry
537. Monty Python's Secret Policemans Ball
614. Monty Python's Nudge Nudge, more humour
594. Hit the Road by Flash, multi part demo

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| LPD 5. Jungle Bungle (*) | LPD 15. Angels Shapes (*) |
| LPD 6. Pukadu & Sprites | LPD 16. Reversi II (*) |
| LPD 7. 4 Way Link (*) | LPD 17. Dog Fight II (*) |
| LPD 8. Learn & Play (*) | LPD 18. Touchstones (*) |
| LPD 9. Amos Assembler V1.0 | LPD 19. X-IT-50 |
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| LPD 11. Go Getter Game (*) | LPD 21. Quingo (*) |

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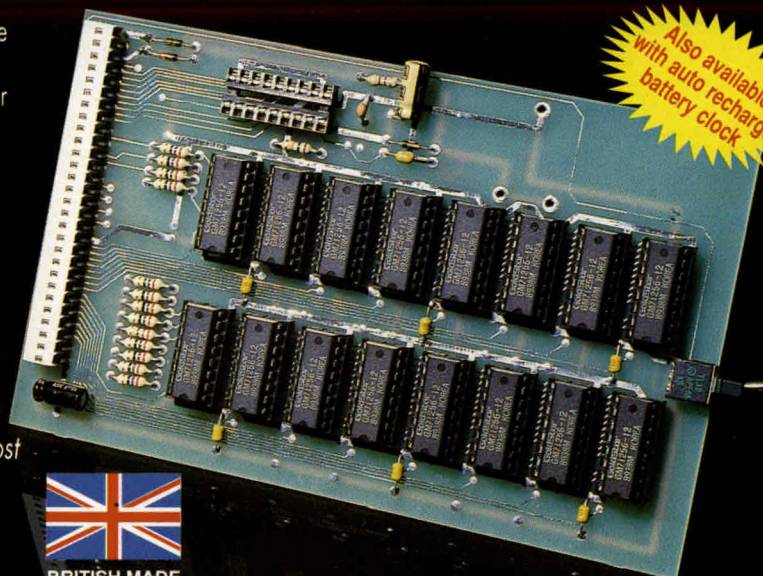
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Be a Star! (for the Day)

Yes, it's compo time once again and, we realise we say this every month, but this one's a real corker. No, it really is.

We're not giving away 100 games, or a trip to Italy, not even a camcorder and TV. What we have is far more special. A trip to TVS in Maidstone, Kent courtesy of Renegade and the Bitmap Brothers. Read on...

We don't think that the Bitmap Brothers really need any introduction but for those of you who have been living in Siberia for the last three years these guys have been responsible for some of the best computer games ever.

Surely you haven't forgotten Xenon and Xenon 2? You couldn't possibly have missed Speedball and Speedball II and you must have a corn cob up your a..e if you've never seen Cadaver or Gods. Of course you have and you'll know how truly ingenious these guys are.

Their first project was Xenon, a vertically scrolling shoot'em-up which featured superb sound, graphics and excellent gameplay. In fact, it was pretty damn good all round.

Xenon 2 really set the

standard of shoot'em-up games and is remembered as probably the best of the Bitmap's games. It was based on an organic planet where spiders and shellfish grew to gargantuan proportions. From then on it was success after success with such hits as Speedball II and Gods.

The Bitmap Brothers are now set to continue their high standards of software with Magic Pockets, a platform romp starring the one and only Bitmap Kid. The game, which will be released from Renegade within the next few months, tells of the Kid who must travel around an alien-infested land picking up sweets and finding toys. There is a hideous number of levels to complete.

Some of you may have seen the Bitmap Bros. on Motormouth, so we have arranged a competition with Renegade and the boys to win a day out at TVS, all expenses paid. You'll also get to meet Gaby Roslin, Andy

Crane, Neil Buchanan and Steve Johnson appearing on a live show of Motormouth which returns on Saturday 31 August at 9.25am. Scream! Ooze!

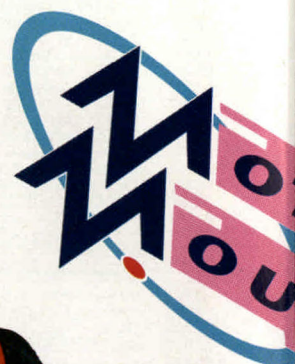
So what do we require you to do?

All you have to do is answer three easy questions about Motormouth and the Bitmap Brothers.

Send your entry, to reach us no later than 31st October 1991, to:

A Star For The Day Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

STEVE JOHNSON



NEIL BUCHANAN



THE BITMAP BROTHERS

MAGIC POCKETS

052
AMIGA
ACTION





GABY ROSLIN



ANDY CRANE



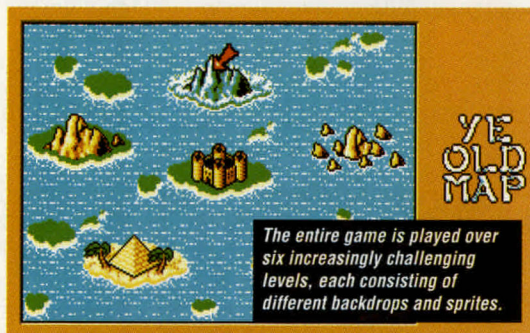
I WANT TO GO TO TVS

- 1) What duck did Andy Crane once work with?.....
- 2) What were the names of the Beatmasters album and single which starred Betty Boo?.....
- 3) Who did Mike Montgomery work for before he joined the Bitmap Brothers?

Name

Address

Post code



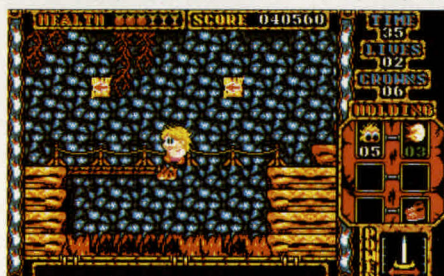
I WANT TO STAY IN ONE PIECE

- SHIELD:** When this icon is displayed in the panel, you'll receive no damage when you get hit.
- CROWN OF KINGS:** Collect 10 of these and you'll receive an extra life.
- ANKH:** This mystic item is useful if you die because it allows you to keep all your weapons.
- NASTY POISON:** Appears to be a normal object, but when it's consumed it eats away at your energy bar.
- TOKENS:** Can be used to operate the one armed bandit and the shoot 'em-up arcade game.
- KEY:** To complete the level you'll need to open a door. The key comes in handy for this.
- CLOCK:** Time can sometimes be the greatest enemy. Pick up the clock and the counter resets.
- MIGHTY AXE:** Later you'll struggle with the dagger. Luckily, the axe provides greater reach and strength.
- TRAINERS:** Helium filled shoes that enable you to jump higher than ever before.
- BIG BOOTS:** Replace the current hand weapon and allow you to jump on the heads of the enemy.
- NASTY CRITTERS:** In addition to the hand weapon, these can be released below to destroy the enemy.
- FIREBALLS:** Used as an alternative to the critters, these are ideal for long range combat.
- BALLOON:** Some of the platforms are so far apart, the balloon takes care of this.

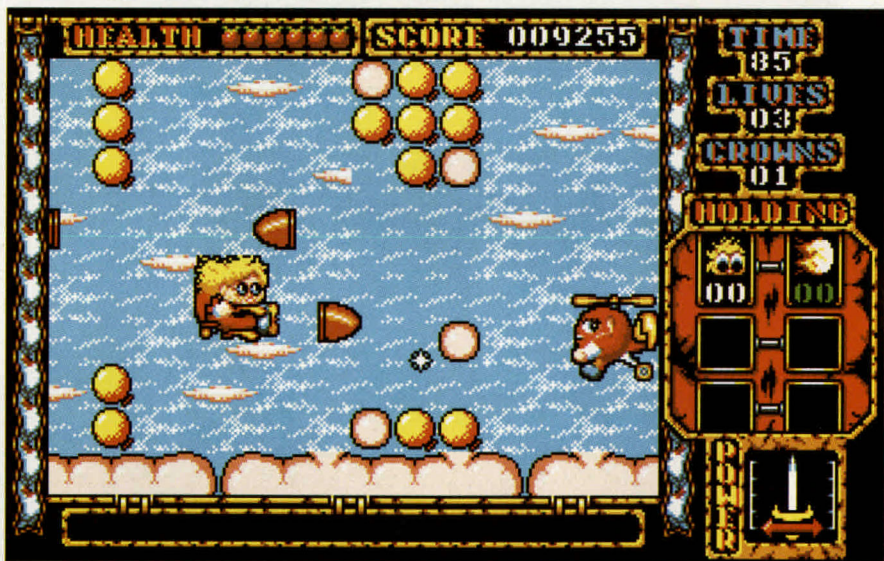


What platform game would be complete without a disappearing platform? Most are easy to negotiate, but if you do fall prepare to jump out of the fire pretty sharpish.

Progressing onto the fire level reveals several new enemies. The best way to kill the fire is to jump on it, so get rid of the axe and get yourself some boots.



If you've got any tokens why not try and earn some extra objects by having a go on the arcade machine? Simply blast your way through the horizontally scrolling landscape.



Little Beau

PLATFORM



Many moons ago, when Manchester United last won the league championship, there was a small island about the size of a sugar grain. Of course its inhabitants were very small as well. Just recently, some tiny manuscripts were discovered that told the story of a little chappie known as Beau.

It all began one day when Little Beau went for a walk with his beloved girlfriend Princess Wobblechops and their ever so cute and cuddly pet dragon. It was a gorgeous summer day and the couple decided the best way to spend it would be down the local park.

As they casually strolled beside the tranquil ripples of the lake, they suddenly heard some strange noises. Before they had time to question the sounds, a large evil wizard appeared from nowhere and stood before them. Grabbing the Princess by the arm the wizard sneered at Little Beau

and promptly disappeared again taking the Princess with him.

Little Beau wasn't having any of it. He immediately returned home to pack his lunch and grab his trusty dagger. After hours of research he traced the whereabouts of the wizard and without any concern for his own safety, he set out on a mission to free the Princess.

It goes without saying that you play the part of Little Beau. Your aim is to battle through six enemy infested levels and eventually achieve your goal by rescuing the Princess. The wizard however, has different ideas and has cast a cruel spell over all the creatures on the island to turn against you and defend his domains.

The game takes the shape of a cutesy platform romp in the New Zealand Story mould. Each level scrolls in all directions and is packed full of platforms, ladders, ropes, moving platforms and of course the various types of enemies and end-of-level guardians.



When you begin your quest, you're only armed with a dagger which can be used to stab the bad-dies from close range. As you progress through the levels you can collect other hand weapons such as a mighty axe and an excalibur. Each has a greater reach and is more powerful than the dagger.

In addition to the hand weapons, you can also collect two others which are accessed by pulling down and pressing fire on the joystick. Fireballs can be collected in groups of five and are ideal for long range combat, whereas the nasty critters are capable of bouncing off the floor and therefore should be used for destroying targets below.

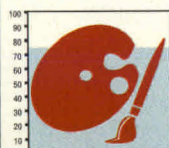
Once you've discovered an effective method of killing the bad-dies, you'll be able to cash in on the objects they leave behind. Each has a use, whether it be to boost your points or provide the key that ends the level. Unfortunately, some of the objects don't help you out and only decrease your energy bar.

Killing the wizard's followers is not the only method in which to collect objects. Some of them are hidden among the platforms and can be released by jumping into them. Usually, it's a token that can be used in either the one armed bandit or the arcade machine.

Such machines are scattered throughout the levels and can be operated by tokens. The one armed bandit gives you the opportunity to win extra objects if you get three of a kind and the arcade machine is a horizontally scrolling shoot 'em-up which when beaten also provides you with extra objects.

To beat the end-of-level guardians you'll need all the extra weapons and objects you can collect. Each guardian needs to be hit several times from close range while on some levels, you'll need to dodge the various weapons that are thrust in your direction.

A C T I O N I N F O



LITTLE BEAU
DIGITAL MAGIC SOFTWARE £24.95
TEAM: DAVE SEMMENS

Cute platform games always have a tendency to be addictive. Little Beau is no exception, even though it's not in the same class as, say, Rainbow Islands or Mario Brothers. It's quite obvious though, that it gains many of its influences from such games. The graphics, while not brilliant are fairly cute and a jolly tune plays throughout. However, there still appears to be something missing, and it does become slightly boring. If you're a platform game addict though, Little Beau should certainly appeal.

LEAGUE RATING

19 CAR-VUP

20 LITTLE BEAU

21 IMPOSSAMOLE

P L A T F O R M



055
AMIGA
ACTION



Renegade Legion

Interceptor



(Below) Your squadron can consist of either humans or aliens and be affiliated to either the Terran Overlord Government or the Renegade Legion.

STRATEGY



You are a warrior. You tread the narrow line between life and death. In your starfighter, a monument to

today's high-technology war machines, all that stands between you and the cold darkness of space is a few inches of fibro-plast armour.

You and your craft are one. Your instincts can spot a malfunction before the ship's computer can tell you about it. In the chaos of deep space combat reactions like those are essential if you are to survive. Victory will only belong to the fastest pilot and the inhospitable vacuum will show no mercy to those who come second.

Renegade Legion: Interceptor first appeared as a boardgame several years ago. It was produced by an American company called FASA whose other releases include The Starship Tactical Combat Simulator and Battletech. The game was immensely popular and was quickly followed up by more

releases in the series. It was therefore only a matter of time before SSI started work on a computerised version.

Using a system based closely on the boardgame you must take your squadron through a series of missions in the Shannedom County. These missions build up into a history of the conflict between the Terran Overlord Government (TOG) and the Renegade Legion in the area. As you progress through the assignments your pilots will become more experienced and will receive medals, awards and better equipment.

Your squadron can consist of up to eight pilots. Each can either be human or from another race. Aliens have different abilities from their Terran counterparts and this is reflected in their statistics. For example, the Kess-Rith are far more resilient to hits to their bodies. Each pilot is also given a prestige rating which determines the quality of equipment available.

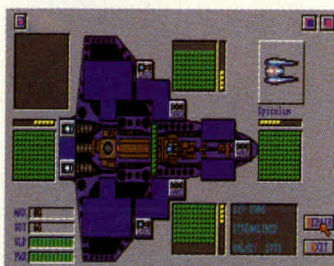
During combat you can either take total control of all the craft in



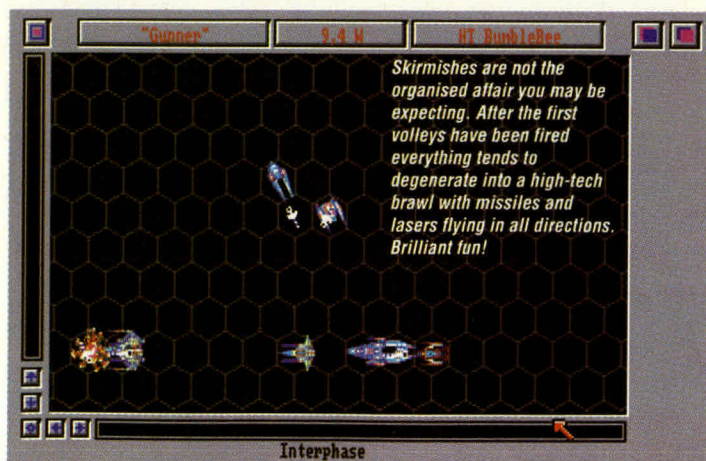
your squadron or relegate some of the responsibility to the computer. Each craft is moved in turn with its thrust, velocity and pilot's skill all

determining the chance of completing any manoeuvres.

Weapons range from the rather primitive, but still effective, Mass Driver Cannons through Lasers to Electron and Neutron Particle Cannons. Lasers focus a thin beam of high energy light which can drill small holes through armour. Mass Drivers fire solid steel shells that tear off great chunks and EPCs boil away the top layer of protection.



OVERALL
SCORE
76%



A C T I O N

INTERCEPTOR
U.S. GOLD £29.99
TEAM: SSI

N F O

First impressions are good. Inside the box is a series of cards showing the statistics and technical readouts of all the ships. Although it is very similar to the boardgame, which I play regularly, it has lost something in its transition to silicon and plastic. It keeps all the elements of the original and handles the tedious number crunching but just doesn't have the same atmosphere as sitting down and playing with your mates. A good game, but I can only recommend it to strategy fans or people with no friends.

LEAGUE RATING

31 LIFE AND DEATH

32 **INTERCEPTOR**

33 RED LIGHTNING

S T R A T E G Y



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Elf

ARCADE ADVENTURE



You usually associate top ranking film licences with the mighty Ocean, or at the least the superb coin-op conversions. But Elf is neither of these and for once it is an original product that looks to be pretty good. The game is an arcade adventure, and although there are quite a few of this type of game to choose from, not many of them are really any good.

In case you hadn't already guessed you play the part of an Elf, a rather nice little chap going by the name of Cornelius. But even the

While out doing all the jolly sorts of things elves do Cornelius' girlfriend, Elisa, has been kidnapped by the evil Dark Lord (an original title for such a character).

Unfortunately the Dark Lord isn't exactly the elves' best friend, mainly due to the hideous experiments he inflicts on any creatures that happen to fall into his clutches. So, it's only a matter of time before the

Dark Lord starts his ghastly experiments on Elisa - aaargh!

The only person who can save her is Cornelius (in fact he's the only person who wants to). He is equipped with a magical ring that has been passed down through the generations of his family. This ring enables him to cast small spells that inflict damage on its target.

Fortunately, there are ways of increasing the power of this ring so that Cornelius will stand a better chance against the minions of the Dark Lord, but doing this is no easy task. Dotted around the various levels of the game is a selection of Magic shops that can provide extra spells needed for the ring.

But nothing's free, and if Cornelius wants the extra spells he's

going to have to pay for them - but with what? Well, the currency in this world is a bit strange, and if he wants to buy anything he's going to have to collect some pets! Yes, pets. Luckily, there are quite a few of them jumping and flying about the place so he shouldn't find it too hard to collect them. The hard part is deciding what to buy.

There's a large selection of things to buy at the shop, ranging from advice (which usually tells Cornelius not to pick his nose) to some mega weapons that will make short work of the various baddies. But there is still yet another problem. Even though Cornelius can pay for the spells the magician needs the various herbs required to make them. So, Cornelius will have to collect a number of different herbs while he's out there trying to catch the pets.

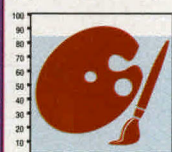
Now he's got his weapons, but

what does he do next. Well, this is where the adventure bit starts. On the first level there are just a couple of items lying around (a chicken and a bowl of seed to be precise) which he must use to gain other objects off a number of people who reside in the game.

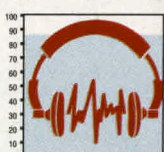
But let's not forget that while Cornelius is attempting to do all this there is an ample supply of nasties all trying to put an end to him. Will Cornelius be able to save Elisa with only his ring to help him, or will he run of time leaving Elisa to a fate worse than Brookside? Oh, and by the way. Just in case any of you mass murdering psychos out there have already started to drool at the thought of being able to blow away the innocent and ever so cute little rabbits that bounce around, but the more you kill the less of the end sequence you see.

OVERALL
SCORE
87%

A C T I O N I N F O



ELF
OCEAN £24.99
TEAM: DAMIAN SLEE



Although there are quite a few arcade adventures about there aren't that many good ones. However Elf is a first class product that once mastered (which doesn't take long) is amazingly addictive and worthy of anyone's collection. The graphics are good, although the flip screen scrolling lets it down a bit, and the sound is rated. If you're after a good action game that requires a little bit of thinking power as well, this is definitely the one for you. A pat on the back to Ocean once more.

LEAGUE RATING

10 XENOMORPH

11 ELF

12 ROCKET RANGER

ARCADE ADVENTURE

Rest in Peace is not something that happens in this game. When you die a grave-stone will appear to mark the spot, and each time you get near it your ghost will come out and hassle you.

There are plenty of these doors scattered around the level, but if you want to make use of them you're going to need some money, or pets in this case. And if that wasn't enough, you've got to supply the herbs as well.

A bridge links two giant tree tops together allowing you to gain access to the otherwise unreachable areas. But check those bridges carefully because some of them are a bit dodgy.

There are no elevators around here, so if you want to get to the higher ground you're going to have to use the ladders. But you'll have to be careful as you are extremely vulnerable - you could lose a lot of energy or maybe even a life!

Although this chicken may not look that useful, it certainly is! This is one of the many objects that you're going to have to use to bargain with. Use them wisely and you'll eventually make it to the Dark Lord's lair and hopefully manage to save your girlfriend Elisa.

Pets are the currency in this world and if you want to get your hands on some spells then you need as many pets as you can carry.

This is the man you want to do a deal with. But what can he want? If you do manage to supply his needs he will open a door that leads to the next part of the game.



Yet another object lies waiting to be collected, but what on earth could this bowl of seed be used for? Maybe some hungry bird would appreciate it, and you never know you might get something in exchange.



After gathering as many pets and herbs as possible you enter the shop and see what there is to offer. Killing the nasties should be a cinch after this.

This is one of the many flying meanies. They all represent some danger, but this genie is slightly more deadly than the rest due to his speed. But you do get a reward if you manage to kill him.



A good spirited little fly hovers up and down with a twig platform on his tiny back. So if you want to get to a ledge that is just that little bit too high, then jump on hovering insect and use him to transport you there. Quite handy really.

Ah! A lovely little rabbit hops about the level not doing any harm to anyone. But don't kill the poor defenceless thing or you won't see all the end sequence of the game.

This is one of the huge selections of herbs that you need to collect so you can try out those hefty spells from the magic shop. But keep your eyes open as there aren't that many to be found in the various levels.





PLATFORM



As you turn and wave to friends a tear swells up in your eye and a lump gets caught in your throat. The rest of the tribe is relying on you so you must be strong. Shouldering a club you set out on a long journey as your mind wanders back to the events of yesterday that lead to you having to leave the village...

The heads of departments of the T-Bone tribe were all clustered around the roaring fire. Light danced across the walls of the cave, casting weird shadows from the clubs, hammers and strange red lizards that the assembled cavemen carried about their person.

The leader rose from his ornate Bron-tosaurus skin throne and began to speak: "We, the T-bone tribe have faced many dangers before. Through guile, cunning and teamwork we have always managed to overcome these difficulties."

(The worst involved the Chieftain's cart unexpectedly rolling down a large hill just before a battle with a rival tribe. As a result he ended up head first in a swamp, killing a small species of newt that was just wondering if the evolution thing was really worth all the effort. But worst of all he became the laughing stock of the neighbourhood. From that day on a law was passed declaring that all wheels should have flat sides carved onto them.)

The Leader continued: "However, we are in the middle of our greatest crisis at the moment." He pointed to a square cave painting on the wall that was criss crossed with blue, red and black lines. Nobody was quite sure what it was supposed to be but nevertheless it still looked very impressive.

"From this graph of projected production and consumption of supplies you can see that in a few days we will run out of food.

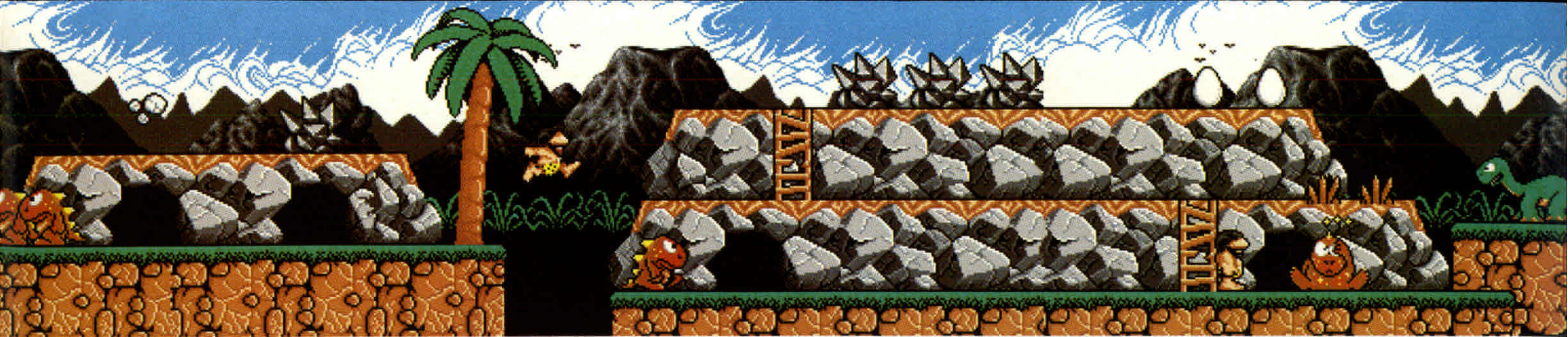
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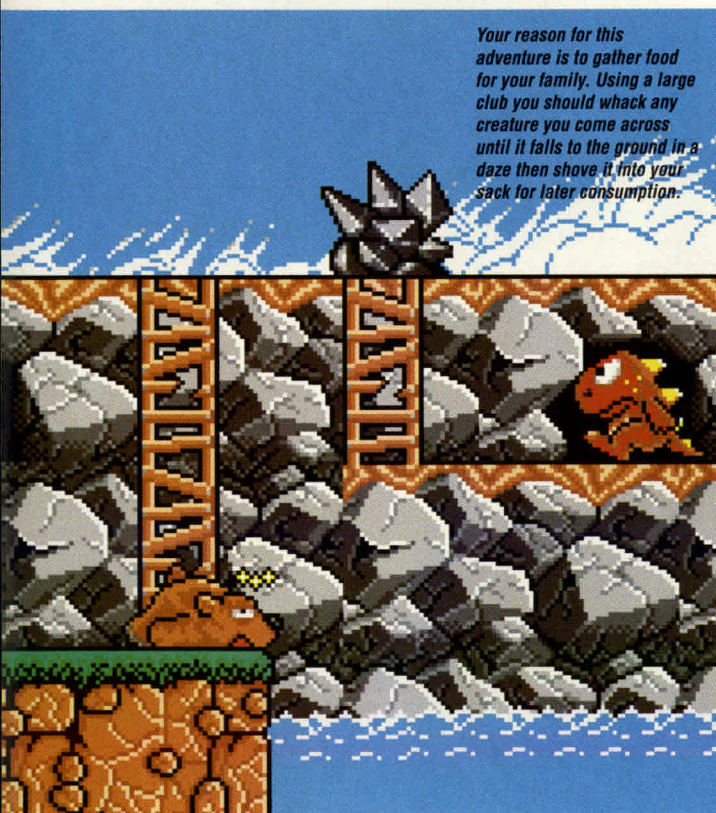
By the end of the week half of the tribe will be dead!

I have considered asking other tribes for assistance. However, we still haven't returned the Moon-stone's lawnmower and we aren't talking to the Beechams because they play their radio too loud so it seems unlikely that we will receive any aid."

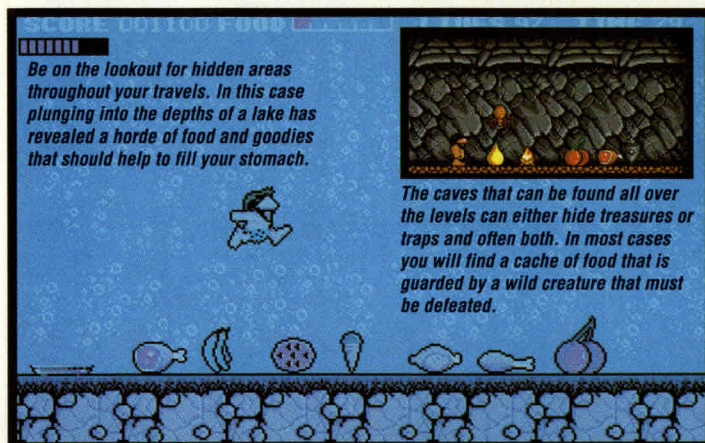




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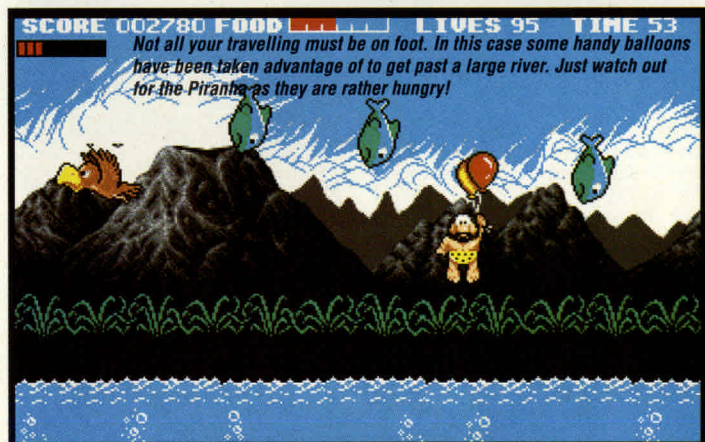


Your reason for this adventure is to gather food for your family. Using a large club you should whack any creature you come across until it falls to the ground in a daze then shove it into your sack for later consumption.



Be on the lookout for hidden areas throughout your travels. In this case plunging into the depths of a lake has revealed a horde of food and goodies that should help to fill your stomach.

The caves that can be found all over the levels can either hide treasures or traps and often both. In most cases you will find a cache of food that is guarded by a wild creature that must be defeated.



Not all your travelling must be on foot. In this case some handy balloons have been taken advantage of to get past a large river. Just watch out for the Piranhas as they are rather hungry!



The forests of Klatchican offer a different problem to the cliffs you previously encounter. Rather than jumping from ledge to ledge you will have to swing through the branches. Vines often allow you to climb higher in the trees.

"Ecshcushe me," the Head of Age Concern spoke, "You shaid that half of the tribesh will be deadsh?"

"Yes, that is quite correct."

"Well, whatsh about the other half?"

"Er, how can I put this? They will become members of the Diners' Club and will enjoy, erm, spe-

cial eating privileges. It is all part of my plan to reduce the impact of this catastrophe."

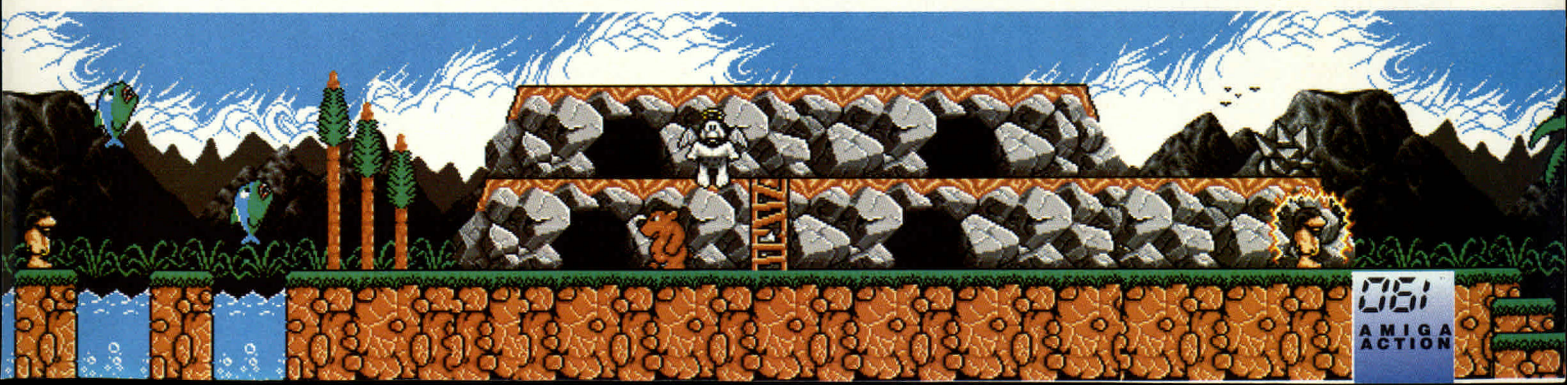
"Sho how doesh one become a member of thish Dinersh Club then?"

"Well, we need the more youthful members of the tribe to continue its great tradition so they will be considered and the less spritely of

you will, of course, be the main meal!"

The cave suddenly became full of rather decrepit people all trying their best to look as if they have trouble buying rude magazines. (Actually, most of them do but only because their lumbago gives them gyp when they reach up to the top shelf of the newsagent.)

"Yaarg!!" Just as the words left the old man's mouth (along with his false teeth) he toppled over backwards into a pile of walking sticks. Suddenly a roar of disapproval erupted from the crowd, especially from those who considered themselves among the more mature portion of the congregation.





The leader had to shout to make himself heard above the din: "I see no other alternative. Unless another source of nourishment is discovered the ent..." He stopped in mid-sentence and fell face

down on his desk, scattering paper clips and felt-tipped pens. The last thing he remembered was the sight of a walking frame gracefully arcing across the sky and striking him squarely on the forehead.

So here you are. You have left the tribe to explore far away lands in an attempt to gather as much food as possible. You couldn't bear to take a bite out of your grandparents. Besides, they always buy you a big present on your birthday.



Throughout 150 plus screens there are several species of animal that, in some way or another, make a decent meal. Using your trusty



club you must smack the little rascals over the head and stuff them into your bag for consumption at a later date. Sounds simple, eh? Not on your nelly.

For a start not all the creatures that you encounter are stupid and slow. Some spit fireballs, others throw rocks. The more intelligent of them home in on your position while others wait in caves for you to walk by before attacking. On top of this there are puzzles that must be solved before you can proceed.

At the end of each level awaits a large guardian. Each has different strong and weak spots. To progress into the lands you will have to defeat them in mortal combat.

OVERALL
SCORE
85%

A	C	T	I	O	N	I	N	F	O
100	90	80	70	60	50	40	30	20	10

PREHISTORIK
TITUS £25.53
TEAM: CYBELE

Titus do not have a good reputation when it comes to the quality of the games they produce. Battlestorm, one of their recent releases, was above their usual standard and I hoped that they would continue to improve their products in a similar manner. After playing Prehistorik for a few minutes I was not disappointed. Graphics, sound and gameplay are all outstanding. My only complaint is that the puzzle element could have been taking a little further. A must for any platform or arcade fan.

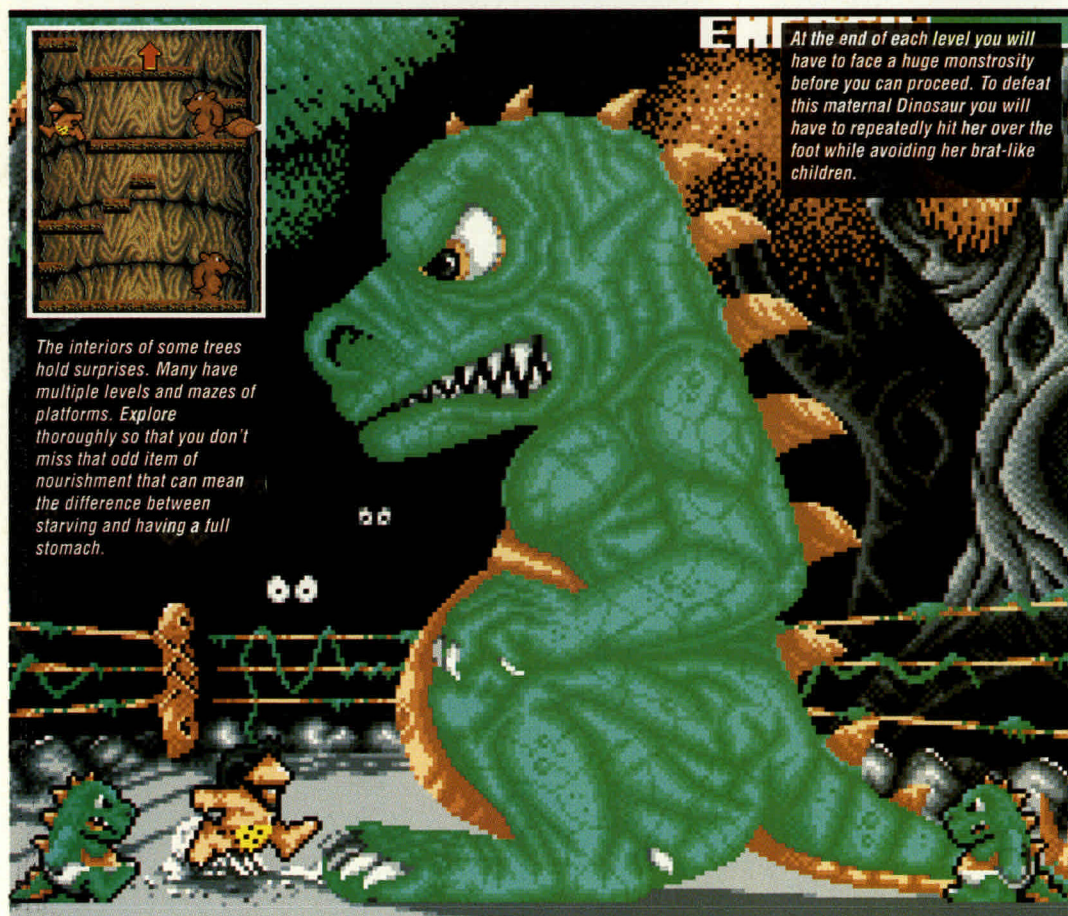
LEAGUE RATING

15 GHOULS 'N' GHOSTS

16 PREHISTORIK

17 EDD THE DUCK

P L A T F O R M



At the end of each level you will have to face a huge monstrosity before you can proceed. To defeat this maternal Dinosaur you will have to repeatedly hit her over the foot while avoiding her brat-like children.

The interiors of some trees hold surprises. Many have multiple levels and mazes of platforms. Explore thoroughly so that you don't miss that odd item of nourishment that can mean the difference between starving and having a full stomach.

UGHH!



GURU MEDITATION: This harmless bloke carries a bonus that will help you through the game.



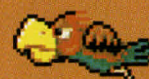
BABY DINO: He will grow up to be a man-eater but is harmless at the moment. His mother is always nearby though!



STELLA: This carnivorous plant much prefers human flesh to swallowing flies.



BALOR: These hungry bears take at least three good hits before they fall unconscious.



PTERIYAKI: This parrot has an identity problem. He thinks he's a kamikaze pilot!



BOA-DEE-SAUCE: You won't know this little rascal's coming until he springs upon you.



SKWIREL: His favourite past-time is to continuously bombard you with his extra large nuts.



FLAMODACTYL: This bird towers above you and pecks your bonce with his hard beak.



PYRO-TAX: This fat ball of yellow hair spits fire if you wander in front of him.

Date Amiga Action 8

Wonderland

ADVENTURE



Emily is a very boring person and reading a book by the river bank is probably the most interesting activity she'll take part in. Her sister Alice however, is completely different and very independent.

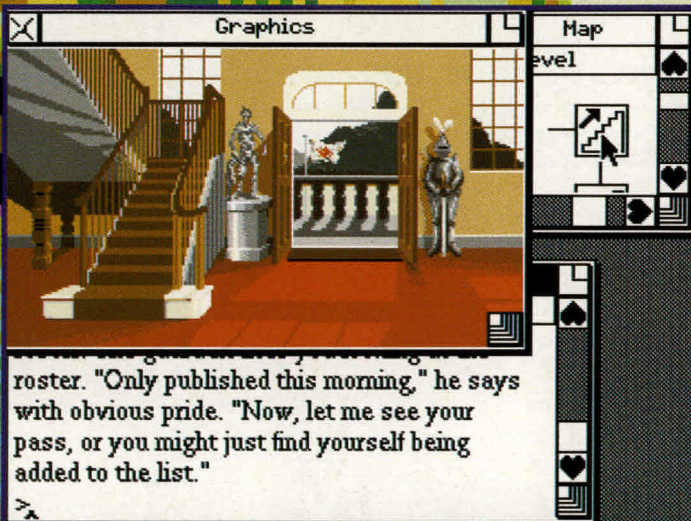
One day as they spent yet another boring day by the river, Alice decided it was time to spice up her life. Without further ado, she followed a stray rabbit to its burrow, and crawled down after it. Suddenly, the strangest of things happened. She found herself floating helplessly through a furnished chasm to a far off land of magic and fantasy.

Playing the part of Alice, you must explore the land, mix with the incredibly strange locals and eventually return to the normalities of everyday life.

Wonderland is in fact the computer adventure version of the book *Alice In Wonderland*, written by the very bizarre Lewis Carroll. All the characters including the Mad Hatter, the March Hare and the Queen of Hearts are here, along with several others.

Basically, what we've effectively got is a text adventure with knobs on, and quite a few knobs at that. As is usual for this style game, each location is described in the text window and in most cases is backed up by a picture, some of which are animated.

To communicate with Wonderland you can simply enter plain English commands via the keyboard. The parser is quite advanced and will accept any-



Entering the palace without a pass is not advised, the guards are very security conscious.

thing from a one letter abbreviation to an extremely long sentence.

What makes it different from any other text adventure though, is the WIMP environment created to help make your life a little easier. The main aim of the system is to minimise the time spent typing and allow you to concentrate on the interesting things, such as solving the adventure.

The new environment, christened Magnetic Windows, looks and operates in a very similar way to a Macintosh or Workbench style operating system, using text and graphic windows to display different types of information. Each window can be resized, moved, shut down and the information within can be scrolled.

This alone would not be sufficient to cut out typing altogether,

so it's possible to mouse-click on an illustration to reveal information on the objects shown. For instance, if you click on the music sheet, a menu will appear with various options that allow you to manipulate it such as *get*, *examine* and *use*. A similar method is employed for the text window, where all the commands are listed in a pull-down menu and previously entered text can be cut and then pasted.

Other windows that can be opened include a compass; inventory; objects in the room and a map that links the individual locations, often proving very invaluable. Unfortunately, all the above requires a lot of memory and therefore, half meg users cannot join in the fun.

OVERALL
SCORE
80%

A RAM IN THE BACK

As mentioned on the opposite page, Wonderland will only run on Amigas fitted with additional ram. If you're still an unfortunate standard Amiga owner, why not enter the following compo and win yourself an upgrade!

On her adventures through Wonderland, Alice was occasionally faced with the odd perplexing riddle. What we would like you to do, to win a half meg upgrade, is answer the following riddle:

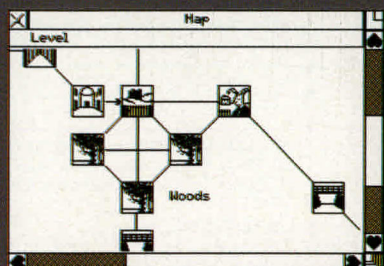
Imagine that you are in a room with two doors. One of the doors leads to freedom, the other to a fate worse than death: spending the rest of your life in the close proximity of Whitey, the Amiga Action ed! There are also two trolls in the room with you. You know that one of them always tells the truth, the other always lies, but you don't know which is which. You are allowed to ask one of the trolls one question only as to how you can escape the room. What single question do you ask, and why?

Send your answer to: Wonderland Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.

Closing date:
31st August 1991

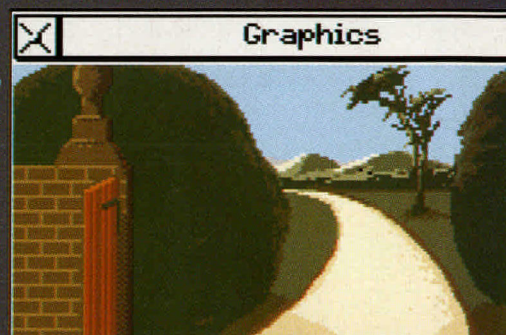


AN ADVENTURE
THROUGH
THE
SQUARE WINDOW



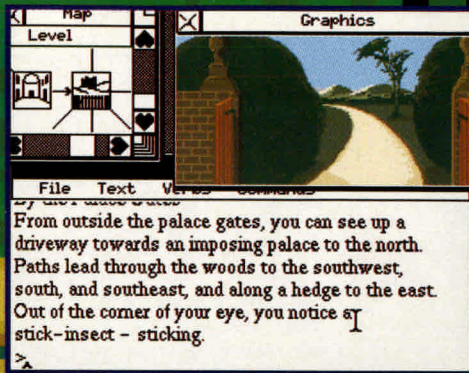
As you progress through the adventure each location is added to the map and all the possible directions are drawn. You can move to any location simply by double clicking on the relevant icon.

Any object in the picture can be selected and all your possible actions relating to the object are listed in a pull-down menu.





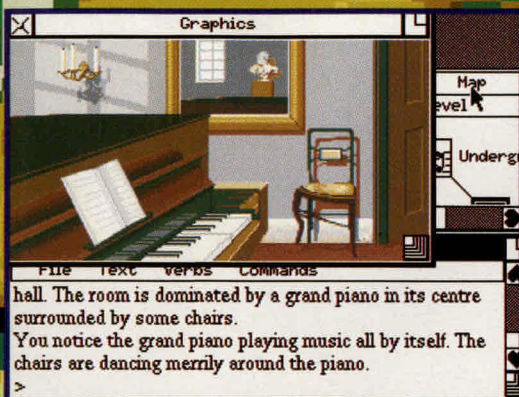
This is where the adventure begins – down by the river with your incredibly tiresome sister Emily. Unaware of what lies ahead, you decide to follow a rabbit!



After receiving your orders from the rabbit, it appears that you're free to roam around. Be careful though, as not everyone appreciates your presence.

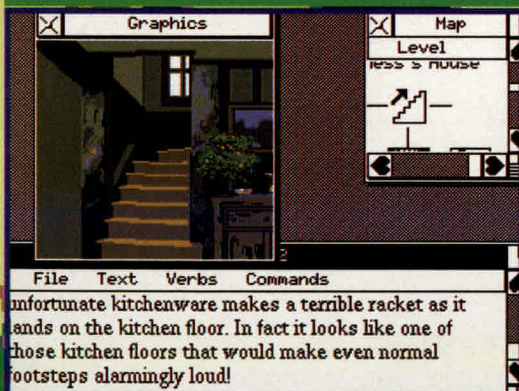


The Duchess receives regular visitors, particularly a fish type character who always carries an envelope under his arm.



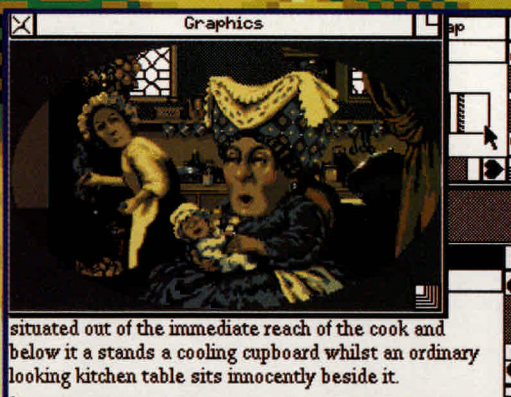
hall. The room is dominated by a grand piano in its centre surrounded by some chairs. You notice the grand piano playing music all by itself. The chairs are dancing merrily around the piano.

Most of the locations are backed up by pictures and some are animated. Unfortunately, they do take a while to load.



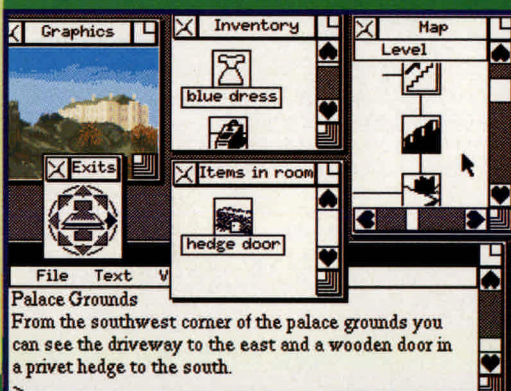
unfortunate kitchenware makes a terrible racket as it lands on the kitchen floor. In fact it looks like one of those kitchen floors that would make even normal footsteps alarmingly loud!

Exploring the house of the Duchess is a dangerous game and you'll need some soft footwear to silence your footsteps.



situated out of the immediate reach of the cook and below it a stands a cooling cupboard whilst an ordinary looking kitchen table sits innocently beside it.

The Duchess's kitchen isn't the safest place. Be quiet as a rolling pin or another heavy object may be thrown in your direction.



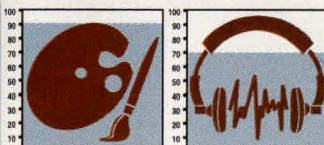
Palace Grounds
From the southwest corner of the palace grounds you can see the driveway to the east and a wooden door in a privet hedge to the south.

The Magnetic Window system allows you to run several useful utilities at once after using the window resizing tool.



ACTION INFO

WONDERLAND
VIRGIN £24.95
TEAM: MAGNETIC SCROLLS



Alice In Wonderland was a strange book and Magnetic Scrolls must be congratulated for realising it would make a damn good adventure game. The first thing to grab your attention are the stunning graphics, which I'm glad to say, sustain their quality throughout. The Magnetic Windows system is appreciated in some areas, such as the map, but unfortunately, in most cases, it was much easier to simply type in the command. The over-the-top gloss though, does not detract from what is otherwise an excellent, atmospheric adventure. Definitely recommended!

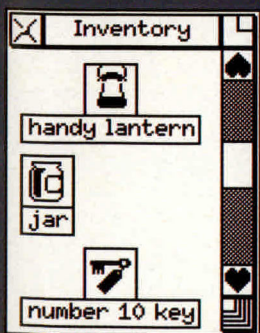
LEAGUE RATING

- 11 ZORK TRILOGY
- 12 WONDERLAND
- 13 HITCHHIKERS GUIDE

A D V E N T U R E

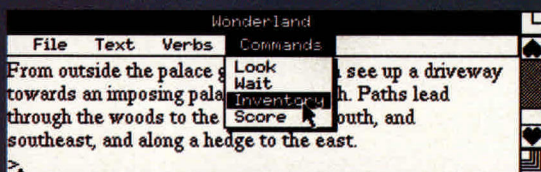
A MEG, A MEG, MY KINGDOM FOR A MEG!

Please note that Wonderland will only run on Amigas fitted with one megabyte or more. If you have a half meg upgrade the game is still very playable, but you may be limited to the number of Magnetic Window utilities you can run at any one time. The in-built memory manager takes care of allocation for you.

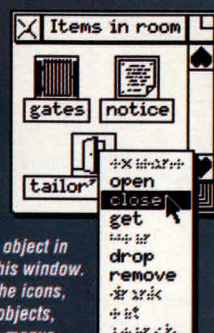


INVENTORY: Every object you're carrying is displayed as an icon in the window. As with the objects on the screen, each one can be highlighted and manipulated using the pull-down menus.

TEXT: This is the most important window of the lot, as it contains the text that describes your current surroundings. The pull-down menus can be used to enter most commands, or you can simply type in the commands via the keyboard.



COMPASS: Displays all possible directions that you can move in. If there's a path that way the relevant arrow is highlighted and can be clicked on to move.



ITEMS IN THE ROOM: Any object in the room is displayed in this window. By selecting and moving the icons, you can pick up and drop objects, again using the pull-down menus.

Manchester United Europe



UEFA CUP



You don't have to win a cup to qualify, but you do have to finish in one of the top four league positions.



EUROPEAN CUP



Definitely the top prize in Europe. To qualify for the competition you must win the league championship.



CUP WINNER'S CUP



To qualify for the competition you must win the FA cup. The current holders are Manchester United.

STRATEGY



It appears that Krisalis have some sort of influence over the direction of football silverware.

Last year, they released the official Manchester United football game based around the FA Cup. That season, United went on to lift the trophy and qualify for Europe.

This year, Krisalis announced the long awaited sequel, which follows the club's exploits in European competitions. It goes without saying that Manchester United also went on to win the European Cup Winner's Cup.

However, the European Cup is the major prize in Europe, so unless Alex Ferguson can guide United to their first league title in over 20 years, they'll never even qualify for the competition. Maybe Krisalis should produce the league championship edition to enhance their chances. For now though, we'll have to stick to the European edition, which coincides nicely with the full return of English clubs into Europe.

Before the game begins you must choose one of the three major cup competitions from Europe. Following this, you are presented with an array of managerial screens



One of the best things about Manchester United - Europe are all the little graphical touches. For instance, if you make a substitution the players warm up and strip off before coming on.

STEVE BRUCE
MICHAEL PHELAN

which allow you to select the team, view individual player statistics of either your side or the opposition and choose team formations.

Also accessible from here is the options setup screen that allows you to select the game duration and the number of players who wish to participate. You're given the choice of either two players against each other or, a two player team where the second player controls the goalkeeper. If you've got a joystick adapter, two-player teams can

compete against each other.

When the time comes to play a game, whether it be a friendly or a cup match the display switches to the pitch and the screen scrolls in four directions to follow the ball. Each of the 22 players has individually numbered shirts and the United team is based on the 1990/91 squad.

Playing the game is simple. You control the player nearest the ball. To win possession you can either run at another player and hope to steal it or, you can hit the fire button to slide tackle. Obviously, there's always the chance of upsetting the referee when you attempt a tackle, especially if you try and slide tackle from behind. Shooting and passing is achieved by holding the fire button down and pushing in a specific direction.

It's also possible to add aftertouch, so any number of lobs, curlers and combination shots are possible. By combining the aftertouch with the shot direction, the possibilities are endless and with the action replay facility you can store memorable goals on disk.

OVERALL
SCORE
87%

A C T I O N I N F O

MAN. UNITED EUROPE

KRISALIS £25.95

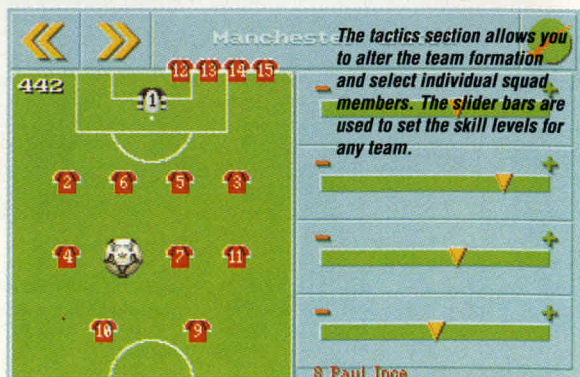
TEAM: P. HARRAP & N. ADAMSON

LEAGUE RATING

8	PGA TOUR GOLF
9	MAN. UNITED EUROPE
10	MASTER BLAZER

SPORTS SIMS

Once you've got used to the control method and mastered the aftertouch, prepare to score plenty of spectacular goals. The replay facility allows you to watch them time and time again.



The tactics section allows you to alter the team formation and select individual squad members. The slider bars are used to set the skill levels for any team.

© Paul Ince

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--	--------

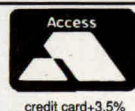
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Kickstart 1.3	£28.40
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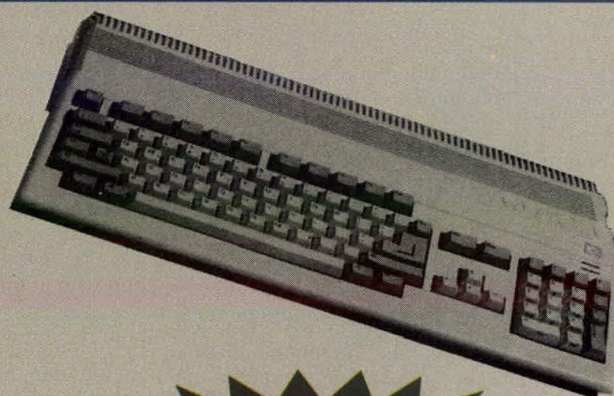
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Dept AA



LORDS OF CHAOS



A WIZARD IS BORN...

The key to getting anywhere in the game is having the right wizard. Wasting your XP (experience points) on the wrong spells or wrong statistics could be the difference between winning and losing, or even how much XP you'll be awarded for completing the level.

Although you may not realise it you don't really need to boost many of your wizard's stats, but those you do will make up for the others. The first thing you should do is boost your action points up as high as they can go (40 to be precise). Next boost up the mana to about 90 or 100 and that's all you really want to spend for now. Stamina is sometimes handy, but the others you can quite easily do without, leaving more XP to spend on spells.

SPELLS

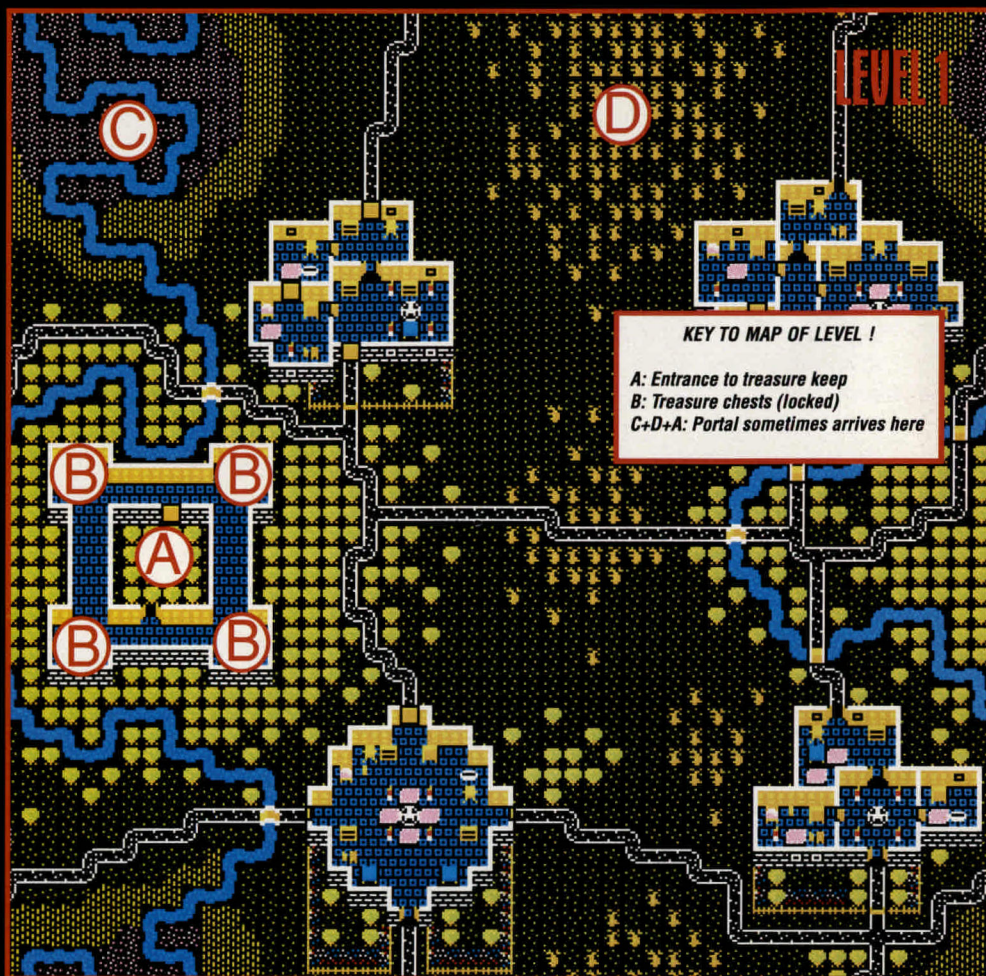
As for the spells, well you should equip yourself with a couple of offensive spells like Lightning or Magic Bolt, and a Teleport spell just in case you get stuck somewhere or need to get out of trouble quickly. Next are the important Summon spells (see opposite). The best monsters to get are the demons as they're pretty tough and are undead (get about two or three of these). A couple of spiders are handy and a gryphon so that you can use him to get around quickly. Now you're ready.

Recommended spells from left to right on the panel are as follows:

Although Lords of Chaos isn't the largest game in the world it certainly is a cracker. But the levels increase in difficulty pretty hastily so you're going to need a bit of help. That's where this guide comes in. But enough waffling here are the tips...

LEVEL 1: THE MANY COLOURED LAND

There's not a lot to say about this level, but whatever you do make sure you get rid of the opposing wizard quickly or else he'll be all over you before you know what's happening. Once that's done make your way to the treasure keep with one gold key and four blue ones and grab the treasure (being careful to watch out for the spiders waiting for you inside). Then just wait for the portal to arrive and exit with the goodies. Easy!



SPEED: Necessary for level three if you want some extra treasure that is. But save your XP until then.

FIRE: Again this spell is essential for level three, but it does come in useful in the other levels.

MAGIC BOLT: A good little spell for weakening the enemy. The higher the level more damage you inflict and the longer range you have.

MAGIC LIGHTNING: Smart! If there's a group of monsters (usually huddled around the opposing wizard) this spell

will make short work of them.

MAGIC ATTACK: Especially useful for level two. Cast it on one of the red dragons and watch them both bite the dust.

TELEPORT: This spell isn't really that necessary, but it's wise to have it just in case you unexpectedly run into the opposing wizard and his horde of loyal monsters. It can also get you to the portal if you're in a rush.

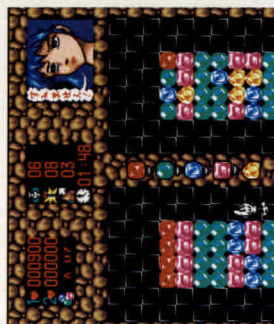


small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

small tips

You lucky, lucky punters. Just take a gander at all these people who sent in cheats, and then remember that each one of them is going to receive the game of his or her choice.

Sorry to anyone who sent in one of the cheats below, and hasn't got credited for it, but someone beat you to it (you'll just have to send them hate mail). Will you all try and keep the cheats new because I got any more Batman or Ikari Warrior cheats sent in I'll go mad. In our June issue we printed a cheat for Tur-rican II, but forgot to tell you how to access the music page. Well, you just press 'Hain'.



GEM X

Here's the first person who managed to win himself a game this month. Thanks to Lee Rowland of Bradford for these codes. The reason that they only go up to S is because that's all the codes there are.

B EARTHIAN
C KENICHI
D INOKUMA

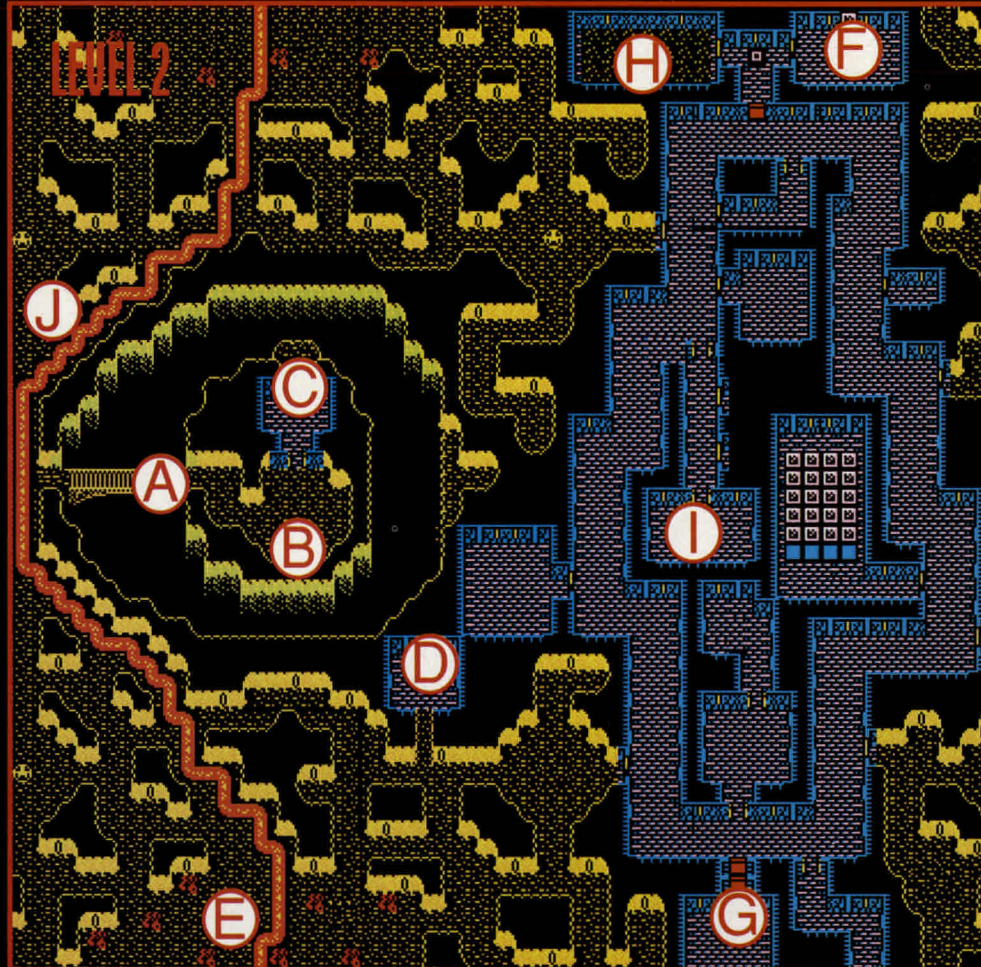
- A: Guardian
 B: Two red dragons (holding two blue and one gold key)
 C: Three treasure chests (locked)
 D: Treasure chest (locked)
 E: Portal arrives here
 F: Green dragon (holding gold nugget)
 G: Treasure chest (locked) and demon
 H: Three worms (protecting two blue and one gold key)
 I: Dwarf (holding gold key, magic shield and magic weapon)
 J: Enter cave from this end
 K: Pit room (containing monsters with magic bows and two chests)

LEVEL 2: SLAYER'S DUNGEON

The first place you want to head for is the hidden cave at location A behind the river of lava. Use a unicorn to get over the river and save inflicting a whole load of damage to your wizard (you can then use a gryphon to get back out. The guardian can be killed easily by a demon, and the two red dragons can be disposed of with a Magic Attack spell in no time at all. You can then use the keys left by the dragons to open two of the chests (there's three to choose from) and get the treasure inside them. There's also a chest in the secret cave shown on the map at location D which is not guarded at all.

A gold nugget can be gained by killing a green dragon at location F and in the room to the left of that one are a few keys (two blue and one gold) that are particularly useful. Don't bother getting to the chest behind the pits at location K as you've already found all the treasure you can carry and it can prove to be extremely hard.

The portal will arrive near location E and the opposing wizard should be there waiting for you if you haven't already killed him. If he is still alive you've got quite a fight on your hands, but if you send in your monsters from all sides you should overcome him. Hooray!



SUMMONING

Well, there are a lot of creatures that you can choose to summon but only a few of them are any good. What you really want are the ones that are good at fighting, and don't bother with the dragons; they're just too much hassle to cast.

UNICORN: Like the gryphon you'll need the unicorn for the third level and again it's handy for getting your wizard across the river of lava.

GRYPHON: About the best mount that you can get your hands on, and you'll need it for the last level. He also helps on the second for getting across the river of lava.

SPIDER: Really good on the offensive side and cheap to summon on the mana side. Spiders also have a good number of action points.

VAMPIRE: Again being undead helps, but really helpful is their ability to be able to fly and hold objects. Good for

finding and retrieving treasure.

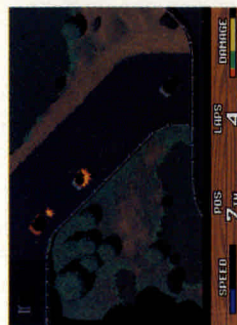
DEMON: Without a doubt the best monsters (in a way). They are undead which makes them hard to kill, and they're really tough. OK, the dragons are nice but they're damn hard to summon.

CENTAUR: Great little things. They can collect objects for your wizard saving you from having to rush about all over the place, and they can use weapons to improve their combat abilities and wipe out the enemy.



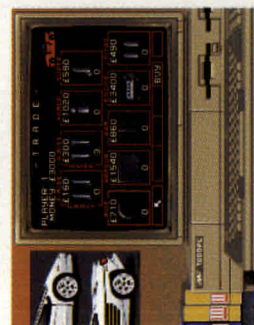
LORDS OF CHAOS

BURAI
 BADMAN
 NETWORK
 YOKOHAMA
 EXACT
 X68000
 TURRICAN
 REDMOON
 CAMPAIGN
 MAGAMANN
 SYVELION
 FMTOWNS
 CHIERIE
 GAMERION
 ZAWAS



SUPERCARS II

This cheat is pretty similar to the one used in Lotus Esprit Challenge (notice the connection to the pop group Big Country again). All you have to do is enter player one's name as **WONDERLAND** (for automatic qualification) and player two's as **THE SEER** (for the full quota of additions and weapons). This should make the game just a teensy bit easier and you've got P. Finney of Birmingham (who really should write in and tell us what game he wants) to thank for it.



LORDS OF CHAOS



From the start collect the sun, moon and ankh and take them to G (send monsters through the second door to kill the zombies and get the treasure).

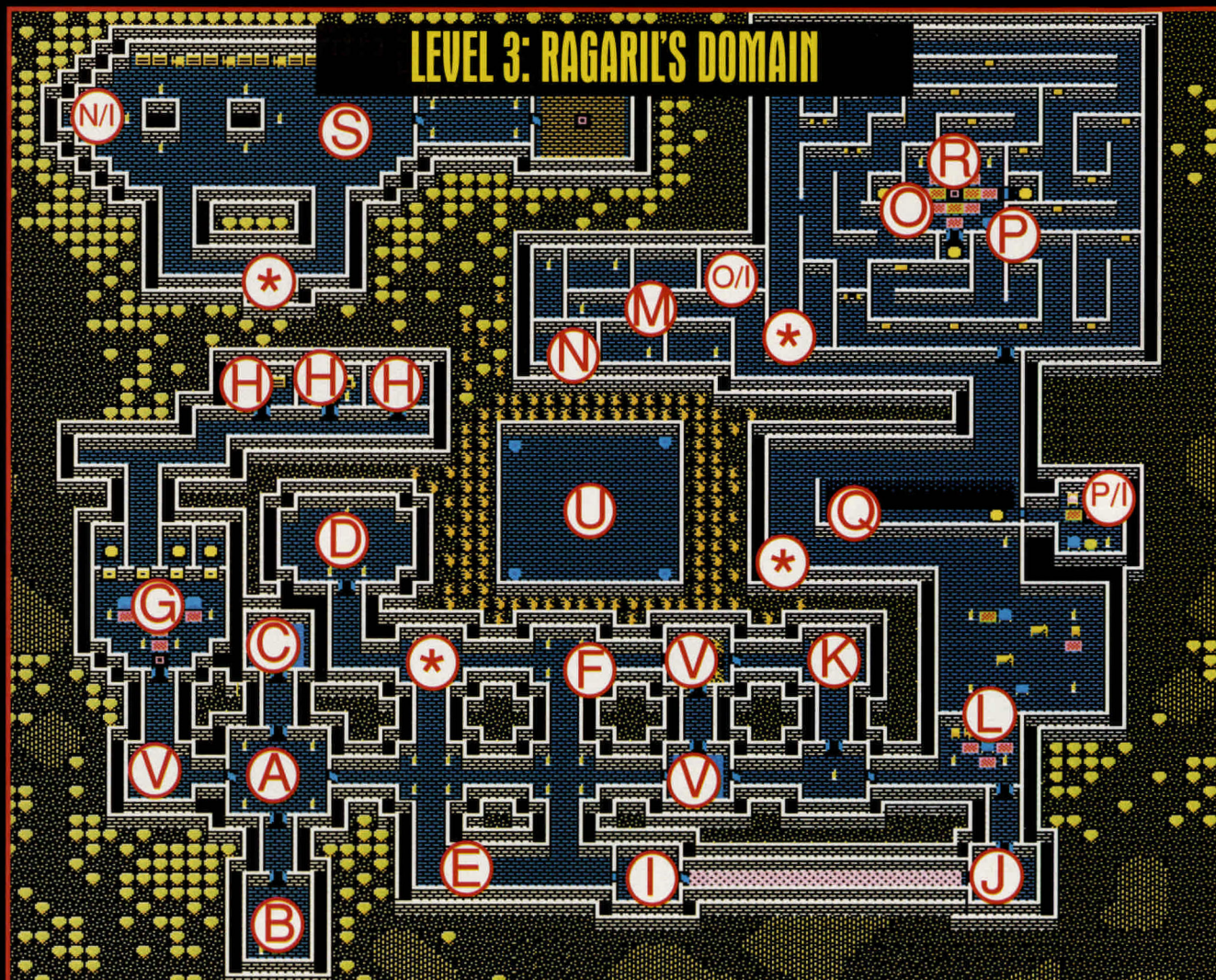
Meanwhile make your way to location I with a cauldron just to the left of location F and the sulphur from B. Cast the speed spell and get yourself and a unicorn to drink it. Then, riding the

unicorn, make your way down the speedpath and into the room at the end. Use the blue key from I to open the treasure chest.

Now go (with some monsters) through the secret door at L and gradually make your way to the portal at N. Send some monsters through the portal but make your wizard wait here for the monsters at H to get back

and send some more monsters to R.

Once they've all got back go through the portal, head for T (you can work out how to get Ragaril's jewel yourself). Cast the fire spell and then flying on a gryphon's back head for U. Good luck in the final battle. Now wait for the scenario disk to be released (sigh).



KEY TO MAP OF LEVEL 3

*: Ragaril's monsters arrive here
A: Start
B: Two giants (holding sun and sulphur)
C: Moon (plus trap)
D: Ankh and numerous weapons (sealed in ice)

E: Key to door at D
F: Key to door at G
G: Bring sun, moon and ankh here to reveal hidden doors
H: Zombie (holding treasure)
I: Entrance to speedpath
J: Treasure chest
K: Dwarf (holding Key)

L: Hidden door (walk into it to open)
M: Hidden Doors (walk into walls to find them)
N: Portal to N1
O: Portal to O1
P: Portal to P1
Q: Monster (holding Key and Magic bow)

R: Treasure chest (three skeletons appear when chest is opened)
S: Ragaril's jewel
T: Set fire to ceiling (fire spell) to escape (flying)
U: Portal arrives here and Ragaril is waiting with his men
V: Traps in centre of floor.

small tips small tips small tips small tips small tips small tips small tips small tips small tips small



TOYOTA RALLY

Now these are the sort of cheats I like to see, short and sweet, but nevertheless very effective. When battling with the steering wheel in Toyota, desperately attempting get across that finish line with the quickest time possible, simply press the letter C somewhere during that stage. Now when you look at the score table your name will have been allocated the time when you pressed the letter C making it easy to get a brilliant time. Ta to Chris Tucker of Devon.



JAMES POND

Another one from Chris Tucker (sorry but you don't get two prizes) to aid us in these games that seem to continue to increase in difficulty. Chris has provided us with a cheat that is pretty easy to activate. As soon as you start to play this fishy little game type in: **JUNKYARD** and press Return. Now you will be invincible and if you are fed up with any of the levels you can simply press D to remove the padlocks, and any of the bottom row letter keys to advance to the next level. We love you Chris.

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SWITCHBLADE II

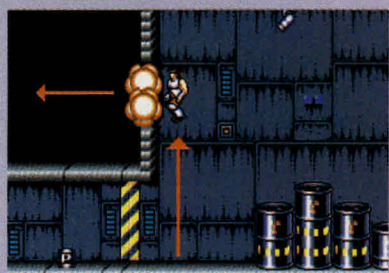
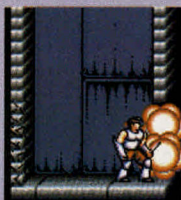


Switchblade II, currently one of the best games around on the Amiga, boasts excellent graphics and smooth scrolling giving a convincing arcade feel. The blend of platform strategy along with pure shoot'em-up is perfect and very tough to master. Luckily for you though, Gremlin have taken the time to guide us through the levels and provide various hints and tips.

HIDDEN DOORS



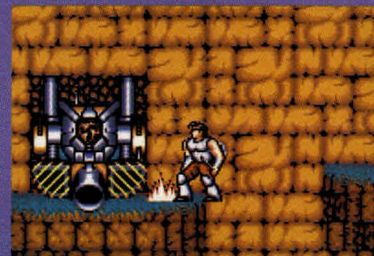
Level one has many doors that people miss because they appear as normal sections of wall. A good idea is to hack away at walls until you reveal a secret room which may contain weapon power-ups, food, or an extra life.



Other secret rooms can be found above ground level. To access them face the wall and perform a high jump. While Hiro is airborne, hack away rapidly at the walls. It's definitely worth your while trying to find the rooms as you could leave level one with five or six lives.



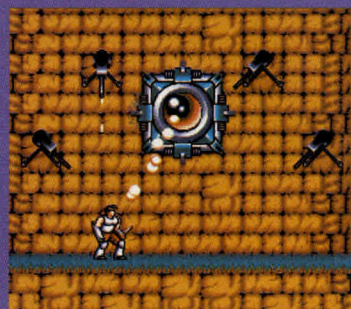
At first this may seem rather difficult, but once you know how to avoid the homing missiles, it's quite easy. As the guardian moves in, high jump over its head and fire rapidly while its back is turned. Eventually, it'll start to move back again, so you'll need to leap it once more and duck beneath its gun turret. Repeat the process until it finally backs down.



You'll encounter this baby several times on level two, so it's a good job it's easy to kill. Simply stand to the right or left of the guardian and fire constantly. Luckily, it only fires in a downward direction, so there's nothing to avoid!



The final guardian on level two is quite tricky, simply because it's backed up by four machine guns. The best tactic is to take out these first while avoiding the fireballs. The laser is ideal for this as it destroys one gun and moves on to inflict damage on the second. To kill the top two guns, perform a high jump and use the same tactic. Once these are out of the way, the central part of the guardian is easily destroyed.



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HORROR ZOMBIES

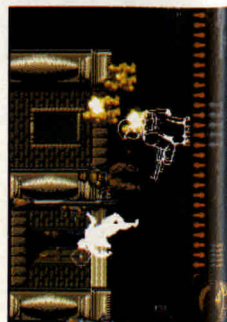
Although we've had this cheat for a little while we decided to leave you lot out there to battle on with the codes we gave you a few issues back - we didn't want you to beat it too easy!

But now the time has come to give you the actual cheat for the game. When asked for the password enter **BOGEYEATER** (charming, I must say) and then start the game. Gosh you have infinite lives, hooray! Sorry to everyone who sent it in, but we already had it.

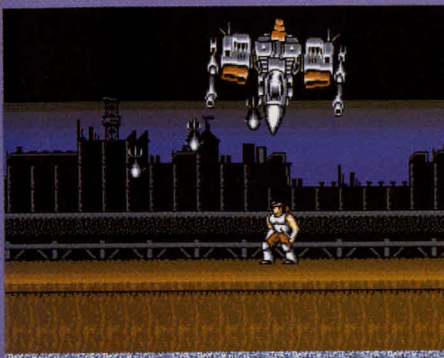
LEMMINGS

Right, here's a cheat that has been sent in by a few of you out there. It's quite simple, just type: **FOUIGGLY** on the title screen, and then lord knows what you do next because none of you 'wheelers' out there told us!

So you're just going have to try it out for yourself and see what happens. You never now it might be something good. Anyhow thanks to Ian Bevan for that (even if he didn't tell me what it does) and a game is on the way.



THE GUARDIANS



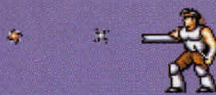
The fifth level is probably the toughest, although the guardian is quite simple to beat. Never stay below it as you're bound to get hit by one of the falling bombs. When the plane is to the left or right of the screen, take up a position at the other side and shoot while you jump. As the plane makes its way back across the screen, dash underneath it just after the previous bomb load has been dispatched.



The last guardian bounces around the screen, randomly firing large laser bolts. The balls it fires are quite easily avoided, so concentrate on moving to the left or right of the guardian and fire at it from the side. Forget the platform to the left, as it's impossible to jump on to.



WEAPONS FIT FOR A HIRO



SHURIKEN: In many cases one throwing star is capable of taking out a single enemy. When powered up, they increase in size and, therefore, inflict greater damage.

FLAME THROWER: Even though it's a very powerful weapon, its range is pretty short. However, as the end of level guardians are so close, it's the ideal weapon for destroying them.



LASER BEAM: This is definitely the best weapon. With power-ups the beam is almost as long as the screen and capable of passing through one enemy into the next.



GUN: Rapid-fire weapon with little power. Never purchase these as they're left lying around, particularly on the first level. Try and avoid using this weapon against the guardians.



SUPER HOMING-MISSILES: Although this weapon can handle single enemies easily, it's way out of its depth when the screen becomes in the slightest bit crowded.



KNIFE: Can only be used in close combat, yet it's probably the most effective weapon. Always use it against the less powerful enemies to save ammunition. Never attempt to take on the guardians with only this weapon.

DRAGON: A fiery companion that constantly swirls around you following your movements, so can be roughly directed to kill enemies, even by passing through walls. Proves extremely useful against guardians providing you can keep it powered-up for that long!



SWITCHBLADE II

PREDATOR II

It's the hottest summer for years and the Predator is back once more - it's hunting season again. But you've got to win and save the city of Los Angeles from a fate worse than their drug barons, and to do that you're going to need a nifty cheat.

Well, we just happen to have one thanks to Leo Hall of Southampton so here it is to make things easy for you. While playing the game, pause it and type: **YOU'RE ONE UGLY MOTHER** (sounds familiar) and you will be blessed with infinite energy which makes the game that little bit easier. Expect something in the post Leo.



AWESOME

This game is quite a hard one and the cheat, although it sounds complex, is quite straightforward. Play the first section as normal until you get to the selection screen. Go to the top left corner of the screen and position the pointer on the shield icon. Now hold down the Enter key on the keypad and press fire. You'll now be able to get yourself infinite fuel shields and money just like that. Cheers to M. Ingrim of Southport for that one.



HERO QUEST

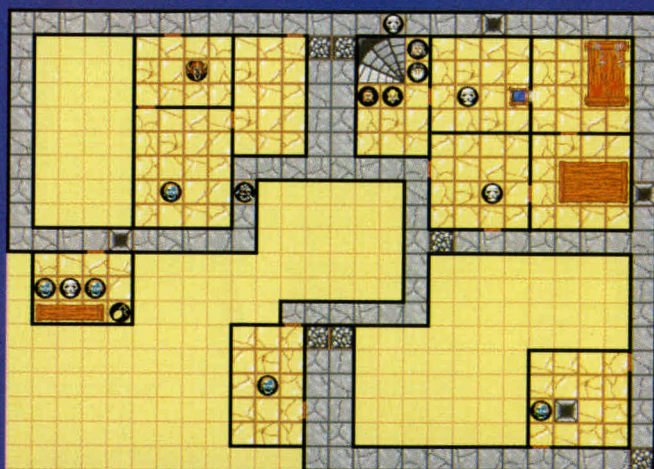


After wandering around the dark and damp corridors of the Hero Quest dungeons for a few weeks, now you should have finally completed the first levels. This month we continue mapping out the labyrinthine caverns and for the first time encounter deadly creatures of the night and a host of terrible undead fighters.

By the time you reach these levels most of your adventurers should have some form of extra weaponry. At least one should save money to purchase a crossbow at a later date. These handy weapons allow you to stand by a doorway and shoot any monsters in the next room.

Some the levels contain Quest Treasures. These handy items include Borin's Armour, the Talisman of Lore and so forth. To equip the entire party with these wonderful toys simply play each level four times and collect the treasure with a different person each time.

Next month we will proceed deeper into the shadows of the underworld and visit Barak-Tor. Join us if you dare



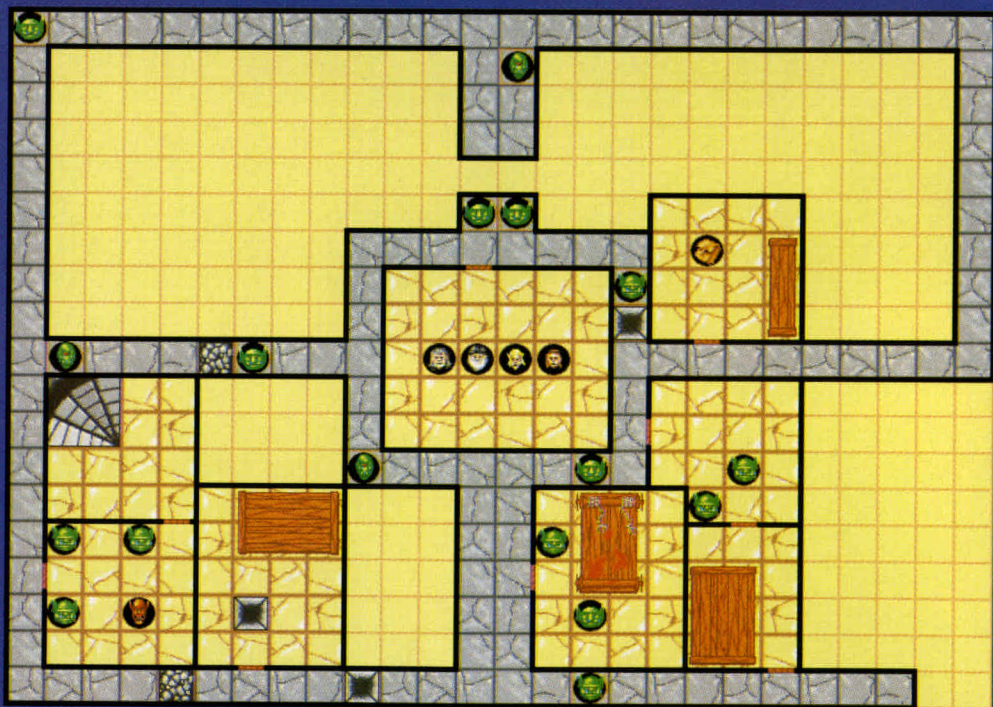
LEVEL 5: THE MAZE OF MELAR

The undead Skeletons and Zombies are a little tougher than the goblins that you are used to fighting against but if you work as a team you should still be able to handle them. In the second room you must search for treasure and you will discover Melar's key. Upon touching it, the chair in the room will slide away and a secret door will be revealed.

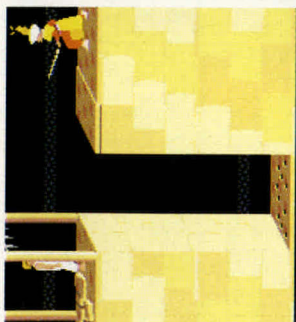


The first thing you should do is proceed at full speed towards the room where your equipment is hidden. Each player will regain his full complement of equipment that he carried before being captured upon entering the room. Once re-equipped proceed to the exit as fast as possible.

LEVEL 6: LEGACY OF THE ORC WARLORD



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PRINCE OF PERSIA

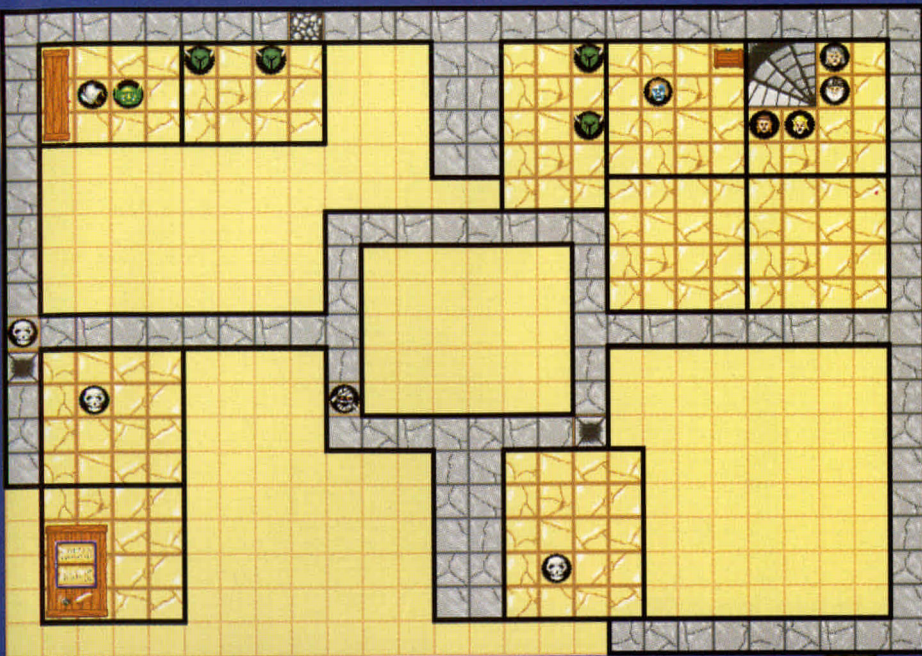
Saving your beloved princess isn't the best thing to do on your day off, but you've got to do what you've got to do. So get your sword hand ready and prepare for battle unless, that is, you just want to skip the levels and get to the end in but a few moments. Well, all you've got to do is hold down the Caps Lock key and press L to skip to the next level. Makes the game a bit boring but you can't have everything. A round of applause to Leo.



ESWAT

If you like dressing up as robots but just can't take the pace this is the cheat for you. Start the game as usual and play it for a little while until you start to run a bit low on lives.

At this point pause the game, type in: **JUSTIFIED ANCIENTS OF MU MU**, and in a flash you'll have 99 lives to romp about with. Another big wet kiss for Ian there.



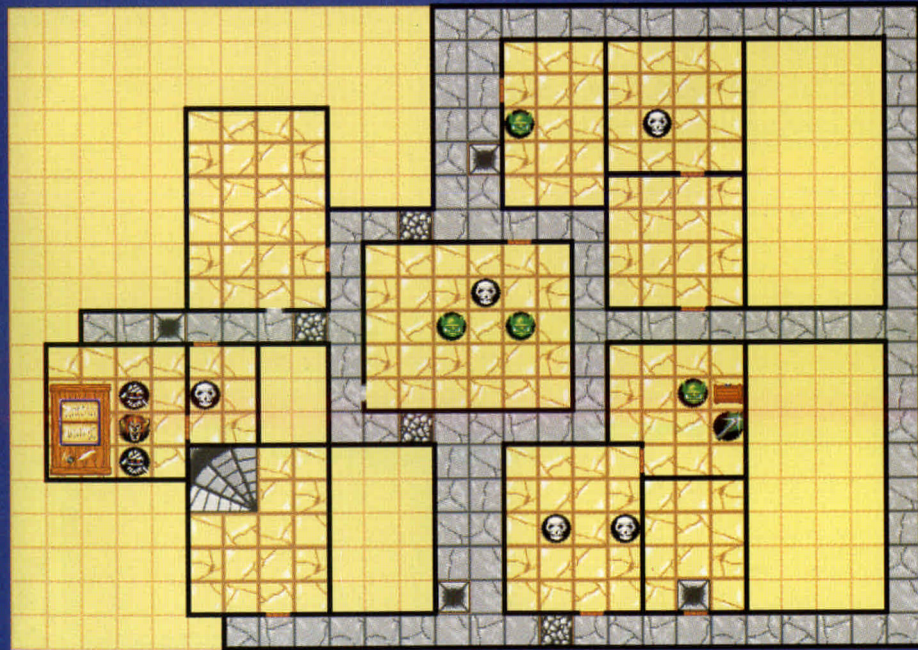
LEVEL 7: THE STONE HUNTER

The Zombie with red eyes is Karlen. The chest in the room with him is filled with riches. The chaos knights on this level are made of stone and have extra defences. Treat them with the utmost respect and attack en masse while they are least expecting it.



LEVEL 8: THE FIRE MAGE

The chest on this level contains a Quest Treasure, the Wand of Recall. Ensure that the Wizard or Elf gains possession of it (or cheat and get one each). Don't choose fire spells for this level as they have no effect within Balur's domain.



HERO QUEST

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APPRENTICE

Being the perfect mage isn't as easy as all the successful mages make out, but with the skill, will power and all the codes it's a piece of cake.

The codes are as: WIZARD, SPELLS, ARCANE, DRUID, and FAERIE and the person you've got to thank for these is the wild and wonderful Steven Bayse of Luton, who we've heard paints the town red and impresses the girls at least four times a week (that should improve you street cred Steve, unless you're married of course, and in that case sorry for ruining your marriage). Anyhow a game's on the way mate.



Well, that's it for now but there'll be plenty more next month on all the latest games (well almost). And remember, if there's a game you would like to see a cheat for send a letter in and let us know which one it is.

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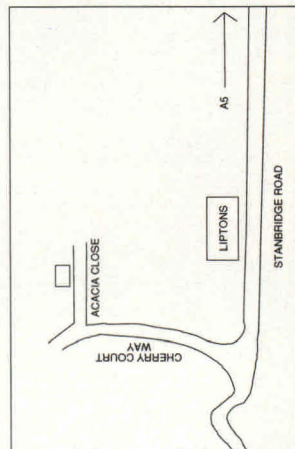
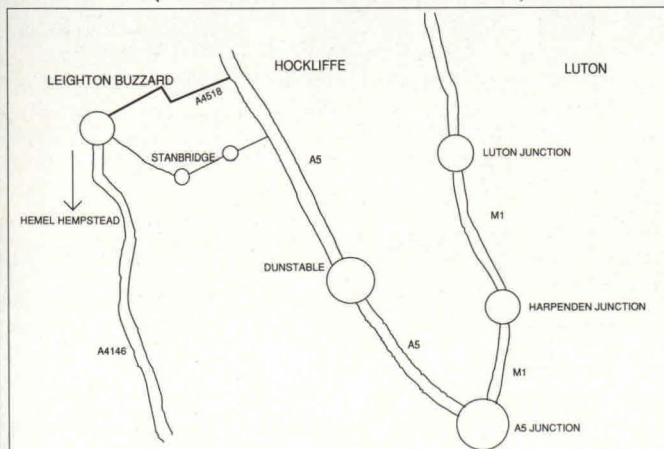
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Maps showing direct routes from the motorway and A5



Deuterios

Good old Mother Earth. But unfortunately she isn't looking as good as she usually does. Never mind, maybe you can make things better, or then again, maybe you can't!



DRIVING OPERATION DEUTEROS



The production line is where all those clever devices that the scientists have designed are actually made, providing you have the resources available.



Before you can start making anything you've got to design it, and that's where the lab comes in. However, it takes quite a while to finish the blueprints for something.



Inside the shuttle's cockpit you check out the state of play. You've got the fuel. You've got the cargo. All you need now is the destination.



The more mining rigs you have the better, as you're going to need all the minerals you can lay your hands on to build those precious inventions.



Before you can start doing anything you need the personnel. Fortunately jobs are scarce on Earth so you shouldn't have any problems recruiting.



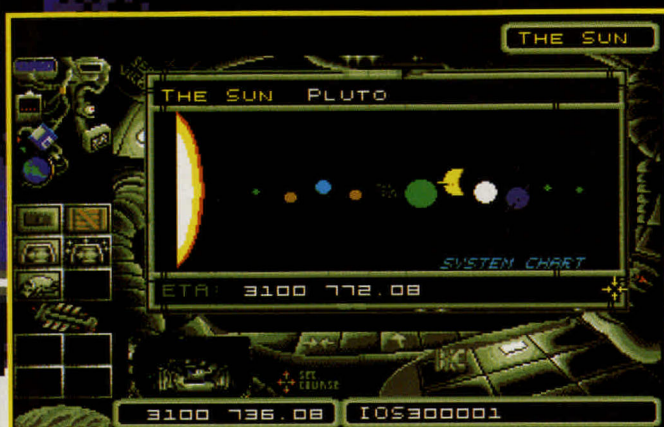
Here we see exactly what you've got to play with. These resources should allow you to build and supply other planetary installations.



The space shuttle is made of three major parts: the chassis at the front where the pilot sits, the drive at the back which propels the craft, and the cargo containers in the centre.



At last after much hard work you manage to construct an orbital factory. From here you can build some pretty big space craft that couldn't be constructed on earth.



You've made your I.O.S. cruiser and now all you've got to do is choose where you want to go. Just make sure you've got enough fuel to get back.

STARGAZING WITH

DEUTEROS

Deuteros is a pretty good sequel, and one that is certainly worth buying. But why buy a game when you can get it for nowt? So for all you people who have decided that you would like a free copy here's what you've got to do.

Write in and tell us how many moons the planet Saturn has and whichever correct entry gets pulled out of Pete's underpants first gets the game. Simple really, apart from the bit involving Pete's underpants when you consider his problem.

Send your entries to: Amiga Action Deuteros Compo, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP



After taking a Methoid base you suddenly realise they've left you a little present!

STRATEGY



In the year 2200 AD a terrible catastrophe occurred. A huge asteroid collided with the planet Earth wiping out the entire human race, along with most other life on the planet. What there was left died shortly afterwards due to the climatic changes which resulted from the disaster.

But the human race was given a chance to survive in the form of a small group of researchers on the Moon. They were the last of the human race, the last of billions and it was up to them to try and make some good of this terrible happening.

They spent little time mourning their loss and soon they started to develop spaceships and explore outer space, colonising it on the way. Some of these colonies were mutations of the human race that had been changed due to the state of their surroundings, but nevertheless they all worked as one to achieve one end – to restore Earth to its former glory.

It is now the end of the 31st century. Peace has been lost due to the mutants who have gone to war with each other, and man has returned to Earth and rebuilt some of the civilisation that once existed, putting the past and the mutants, behind him.

But now human curiosity has been rekindled and plans have been made to explore space again. Operation Deuteros is under way.

Anyone who has played the classic Millenium 2.2 will pick up the game in no time. The controls are the same, with the user-friendly point and click system that makes things so much easier. However, the game itself has been changed immensely, so although the gameplay is the same the scenario most certainly isn't.

Again to start with, events revolve around mining and you need to keep up a constant supply of mineral resources so that you can make the various inventions that your scientists develop.

The first of these inventions will be a space craft to transport supplies and people into outer space, but unfortunately this craft can't go that far, or at least not at the moment it can't.

After this it won't be long before you manage to construct an orbiting factory that you can use to build a huge I.O.S. craft which will enable you to carry larger amounts of supplies and journey much further into space.

Of course during all this work your workers will gain experience and rise up through the ranks. The more experienced a worker, the quicker or more efficiently he will work. This is particularly handy when time's against you.

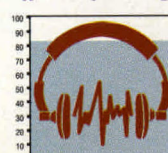
But there's little else we can tell you now without giving the story away, so if you want to know the rest you'll have to buy the game!

OVERALL
SCORE
87%

A C T I O N I N F O



DEUTEROS
ACTIVISION £25.99
TEAM: IAN BIRD



I must admit I was a great fan of Millenium 2.2 (even if it was amazingly easy to beat), and I'm very pleased to inform you that Deuteros is even better than its predecessor. The graphics and sound are extremely good and bring a huge amount of atmosphere into the game, but the thing that really makes it, in my opinion, is the addictive gameplay. Deuteros is a must. Whether you were a fan of Millenium 2.2, or if you're new to the scene, make sure it's right at the top of your shopping list.

LEAGUE RATING

14 PALADIN

15 DEUTEROS

16 WARLORDS

S T R A T E G Y

079
AMIGA
ACTION

AN AMIGA GAME FINISH IN SIX

KNOCK KNOCK - IT'S DOKK

Standard development has been a long and arduous task for the team behind the game. The team has been working on the game for a long time, and it's been a real challenge. The game is a platformer, and it's a real challenge to make a platformer that's as good as the ones that are out there. The team has been working on the game for a long time, and it's been a real challenge. The game is a platformer, and it's a real challenge to make a platformer that's as good as the ones that are out there.

DEATH OF GEORGE

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EYE OF THE STORM

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FINAL FIGHT

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1

FINAL FIGHT



When Haggan, an ex-streetfighter, became the Mayor of the city he thought he'd put his street fighting days behind him for good. However, the abduction of his delectable daughter, Jessica, by the lawless and brutal Mad Gear Gang changed all that.

You can become Haggan, or one of his sidekicks, Cody or Guy, and head for the streets. Remember it's no picnic out there. You can't trust anyone - even the cops are bent! Use your fists, fists, fists, even Molotov cocktails to take the Mad Gears.

Any manner of henchmen will be your tail, if you survive the

Amazing, this is the first you've heard about the game - and there's a screenshot as well! It looks impressive and is definitely worth keeping an eye out for. Still you'd expect to read exclusive news in a magazine that prints five pages of news every week!

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Sneak Preview

When the Sales Curve was founded in 1988 its aim was to develop and market games for software. In October 1989, after a string of hit titles, the Sales Curve decided to launch its own software label. Storm with its first game being the coin-op, Saint Dragon. More recently STORM started up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op releases: Saint Dragon, Big Run, Techno Double Dragon III and Jaleco's Red Land.

SALES CURVE/STORM GAMESGRAPHY

Saint Dragon, SWIV, Rod-Land, Big Run, Ninja Warriors, Silk Worm, Shinobi, Judge Dredd, Narc, Test Drive II, Cycles, Grand Prix Circuit.

ROD-LAND

The game is a platformer, and it's a real challenge to make a platformer that's as good as the ones that are out there. The team has been working on the game for a long time, and it's been a real challenge. The game is a platformer, and it's a real challenge to make a platformer that's as good as the ones that are out there.

DOUBLE DRAGON III - THE ROSETTA STONES

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3

Twenty five things you never knew about DMA design



Who are the people behind this new game? How far is the project down the road? How do things look so far? What makes them think it will be any different than other releases? No need to worry Games-X is there as the news happens, asking the people who matter (games developers themselves) the questions that matter!

2

17TH-23RD MAY 1991 GAMES-X 29

So just what is this new project going to turn out like? Can't wait? Well with Games-X you don't need to wait just read our sneak previews to find out what the latest games will be like.

4

5

CHART FAX

Turn to page 32
for our specially
compiled machine
specific charts.

17TH-23RD MAY 1991 CAMS6 M.F.

12 GAMES - I 17TH-23RD MAY 1991

By now it's becoming obvious that *Games-X* is the mag to watch for 'firsts'. So it is of no surprise when GX prints the first review of this game you've been following – the monthlies can only lamely follow weeks later.

6

CALLUP CHARTS - ONLY IN

COMPUTER AND CONSOLE GAMES EVERY WEEK PRICED 60p



FLIGHT SIM



As demonstrated by the recent conflict in the Gulf, air superiority very much determines the outcome of any

battle. Just a handful of aircraft can cripple the enemy supply routes, bases, fortifications and fuel reserves. Without this support any front-line troops immediately become useless and more of a hindrance than a help to the prospective commander.

Achieving superiority and executing strikes against bases behind enemy lines is therefore a priority.

The F-15E Strike Eagle is the latest in a long line of F-15s whose development began in the mid '60s.

Originally conceived as a powerful, fast fighter its design has been perfected over the years and it now boasts ground-attack capabilities.

It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to a 20mm cannon. The latest generation of Eagle is equipped with a sophisticated zoom FLIR/TV/laser targeting tracking system. Using TV or thermal images the pilot can track multiple targets at all times.

Now is your chance to prove that you can handle the Eagle like the best of them. You will be pitted against Russian MiGs in supersonic dogfights that only the fastest will survive. There are tank farms, command centres and oil rigs just waiting for you to blow them into little pieces during ground strike missions. So grab your flying helmet, don your leather jacket (the one with the big Top Gun patch on the

F-15 STRIKE EAGLE

MANUFACTURER: McDonnell Douglas, USA.

ROLE: Strike Fighter.

CREW: Two

READY WEIGHT: 35 metric tonnes.

POWER PLANT: Twin General Electric F110 turbine engines.

MAXIMUM RANGE: 1,200 kilometers.

FLIGHT CEILING: 65,000 feet.

MAXIMUM SPEED AT SEA LEVEL: 810 knots.

MAXIMUM SPEED AT 36,000 FEET: 1,260 knots plus.

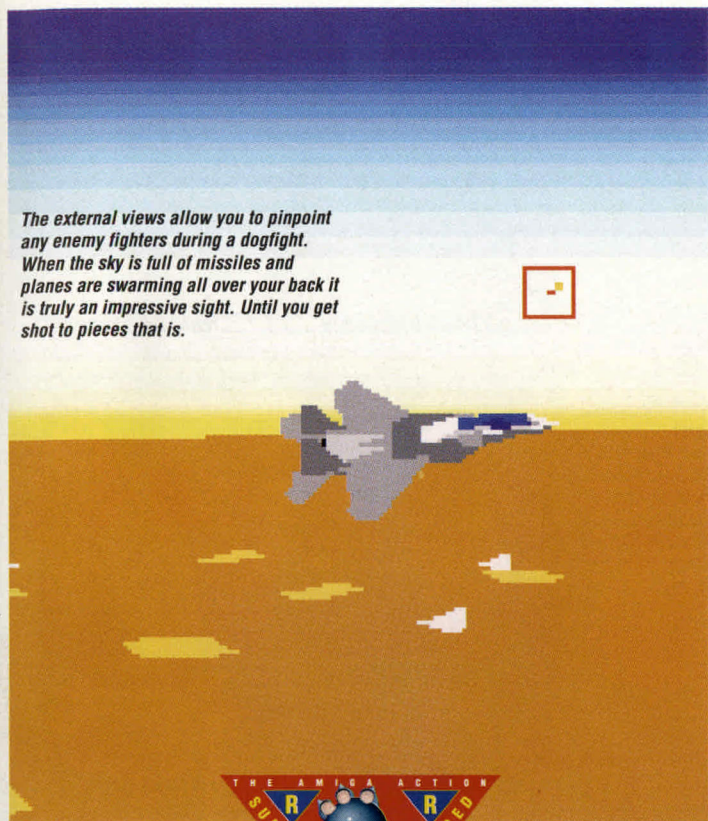
Following a particularly rough combat with a Mig you managed to nail it with a Sidewinder. The pilot has ejected and is now parachuting to safety. Checking the external view his plane can be seen plummeting to earth.



There are six different theatres of operation that will test your flying skills to the limit. They range from the basic missions in Libya against old aircraft to high technology dogfights in Europe.

F15 Strike

The external views allow you to pinpoint any enemy fighters during a dogfight. When the sky is full of missiles and planes are swarming all over your back it is truly an impressive sight. Until you get shot to pieces that is.



back) and get ready for the ride of your life.

There are six theatres of operation in which you can demonstrate your skills. The easiest is Libya. You will fly a strike mission against Col. Mu'ammarr al-Qadhafi and his armies. The skies are relatively empty and the weaponry that will challenge you will be old. If you fancy some real action then take a trip around central Europe. You still fly strike missions but the air is full of the latest Russian combat aircraft.

Your plane is equipped with a standard armament of AMRAAMs, Sidewinders, Mavericks and a

20mm cannon. This allows you to engage aircraft out to 32km and destroy buildings that are too distant to be seen. Flare and chaff canisters provide protection against enemy missiles while the manoeuvrability of your craft allows you to put yourself in the most advantageous position.

After completing a mission you will be debriefed as to exactly what happened. If a mission was particularly successful you may earn extra medals or go up in rank.

OVERALL
SCORE
75%

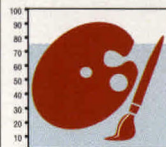
Glancing to your left you spot an enemy missile. A quick swerve and dive may save your skin but releasing a few flares and chaff canisters should help you as well.



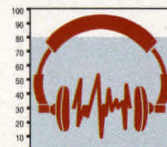
(Right) You twist and weave trying to keep your computer locked on to the fighter ahead as he jinks up and down try to break your contact. Let loose with a volley of AMRAAMs and watch him burst into flames.



ACTION INFORMATION



F15 STRIKE EAGLE II
MICROPROSE £34.99
TEAM: MEIER & HOLLIS



Some of you may remember the first F-15 release some years ago. Using new technology and routines it has been updated considerably. Like the original it retains a shoot 'em-up element rather than being a pure simulation. While this works well during furious dogfights the technical aspect of the game is missing, the weapons loading section being a prime example. If you want a simulation that is simple and easy to get to grips with this could be what you are looking for.

LEAGUE RATING

12 MIG-29 FULCRUM

13 F15 STRIKE EAGLE II

14 A-10 TANK KILLER

FLIGHT SIMS

TAKE OFF FROM



PRIMARY TARGET



SECONDARY TARGET



Take off : AirBase at Memmingen ONC CA65
Primary : Mobile SAM at Carlsbad ONC DB10
Secondary : POW Camp at Liberec ONC DB42

Before take off you will receive a briefing. Details will be given of any installations that you have to destroy and friendly bases in the area will. The coordinates for your targets will be automatically loaded into your plane's computer.



IN THE WAKE OF THE
HORRIBLE CRASH
FAMILY AND FRIENDS
MOURN YOUR LOSS

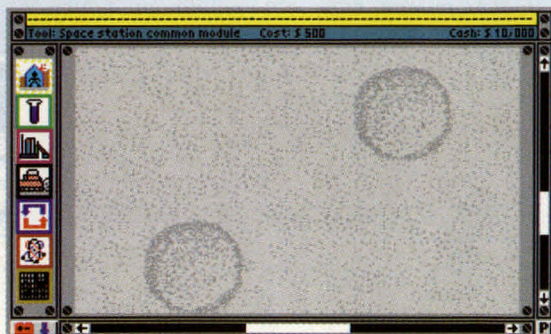
There were just too many of them to handle, the sky was full of vampires. Warning sirens screamed in your ears and you ejected chaff and flare to protect yourself but too late. The missile hit your starboard engine and it was all over.

Eagle II

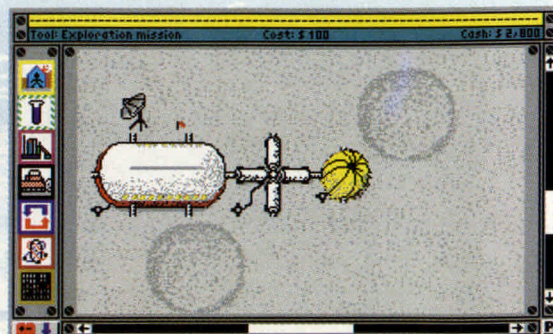


Following a mission, be it a success or failure, you will be debriefed by your commanding officers. Details will be shown of any fighters engaged, missiles fired, hits scored, hits taken and any other mishaps that occurred.

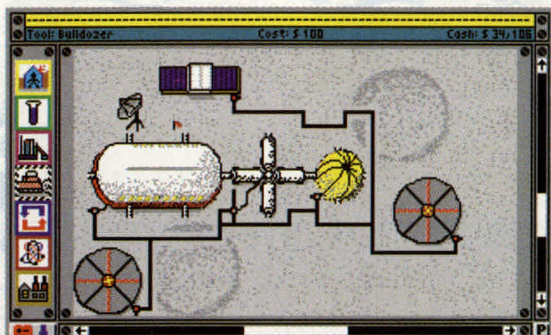
It's bleak on the moon as you can see, and the nature walks leave a lot to be desired. But you're going to change a few things round here and make it the best place to be.



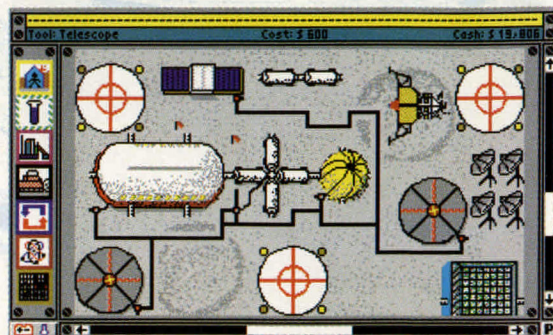
First things first. Stick up a few houses to live in. It's not much fun living on the moon without houses as you tend to die from lack of oxygen.



Next are the power stations. Using miles of cable you can link these stations to your complex and get the place running along quite nicely.



With the landing pads in place and a few extras to make things look nice your colony is starting to stand up for itself. Let's hope it stays that way.



Moonbase

STRATEGY



Simulators come and go allowing you to feel what it's like to do something that you might not otherwise have the chance to do. The most com-

mon are flight simulators that enable you to zoom through the skies looping the loop and engaging countless enemies in a duel to the death.

But when it comes down to it simulators can just about mimic

anything, including things that don't exist even though that might sound a bit like a contradiction.

Moonbase puts you in the role of a NASA commander who has been given the latest project to work on - Project Moonbase. With your team of men and a multi-million dollar budget you have to establish a base on the moon, colonise it, and then make it fully self sufficient.

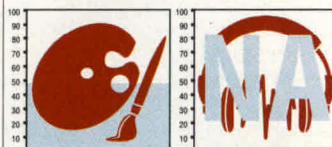
Although this might sound like a piece of cake with a multi-million dollars at your disposal, the real challenge comes when you start having to make decisions. Unfortunately you're also the leader of this moonbase.

You'll start off with the easy task of actually erecting the base. Landing pads will be needed so that regular supplies can be delivered. Houses for the people who have decided to start a new life will be needed and all sorts of other essentials. Soon you will start to bring in your own budget with the aid of a few mining rigs that can reach the huge amount of raw materials that have never been touched within the moon itself.

But commanding the base isn't just a matter of sorting out its accounts. Numerous disasters are just around the corner waiting to turn your everyday hum-drum life into turmoil. Air

ACTION INFO

MOONBASE
MINDSCAPE £35.76
TEAM: WESSON INTERNATIONAL



The easiest way to sum up Moonbase is by telling you that it is basically Sim City on the Moon. The idea is virtually the same and anyone who has played and enjoyed Sim City will adore this spacey version of the game. The graphics are a bit poor but this doesn't detract from the game in any major way. Moonbase is also incredibly easy to use with the popular point and click system, and you'll find that you hardly need to look at the manual which is quite big and excellently presented. A great game that should appeal to all those avid fans of Sim City.

LEAGUE RATING

21 BATTLEMASTER

22 MOONBASE

23 BATTLECHESS

STRATEGY

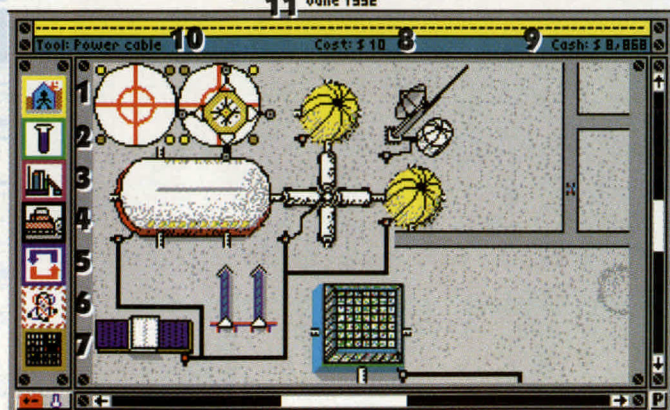
leaks will threaten the lives of your colonies and, you never know, some aliens might decide to pay you a visit and show you their military laser gun collection.

However, during all this mayhem of keeping on top of the budget and repairing the numerous power shut downs and air leaks you must try to remember your main objective - make this moonbase fully working and self sufficient.

OVERALL SCORE
83%

D.I.Y. MOONBASE

11 June 1992



- 1) Habitat Module
- 2) Scientific
- 3) Mining and Processing
- 4) Support Services
- 5) Thermal Control
- 6) Power
- 7) Manufacturing
- 8) Cost of Item
- 9) Cash left
- 10) Item in Use
- 11) Date

Using the mouse in a simple point and click system, Moonbase is extremely easy to use and you'll find you have erected your base in no time. The only thing that holds you up is your budget.





Legend Software



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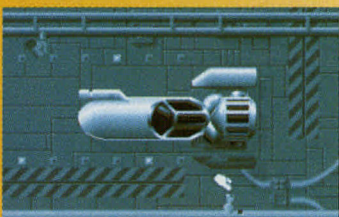
After receiving a request from the Inter-galactic Defence Council you make your way to the hangar.



You walk to your ship and give the weapons and instruments a quick once over before taking her into battle.



Once inside it's just a single press of the button and you're winging your way through space towards the enemy.



You take one more look out of your craft and wonder if you'll ever see your home planet again.



Your retros kick into action and space becomes a blur. Now sit back and prepare yourself for war.



Yes, it's happened again. Good old mother Earth is yet again threatened by some particularly nasty aliens who burp very loudly and come from the other side of the universe.

You and the rest of the inhabitants of the planet have about three days, four hours and 35 seconds to find someone who has never flown a spacecraft before, but could just possibly overcome the 50 billion to one odds against him, and hopefully manage to destroy every single alien existing thus saving the planet from destruction for about the umpteenth time.

But wait! Can you feel the power running through your body? You are the one person that doesn't stand a chance...oops, I mean the only one who can possibly overcome the alien armada and restore peace to the galaxy for all of about two and a half minutes. You are Earth's only chance but can you succeed and still get back home in time for the latest installment of Home and Away?

Frenetic places you in charge of the latest high-tech space fighter in which you have to take on the horde of extraterrestrial beings whose sole intent is the wiping out all living matter on Earth just for the sheer hell of it.

As per usual your ship is armed with a super laser that will enable you to disintegrate the invading enemies, but this single laser will not be enough. Luck is on your side though. At the start of each level you will be able to collect up to three add-ons that once locked on to your ship will fire to the side and rear. Shields can also be collected

along with a few other extras during the frantic action.

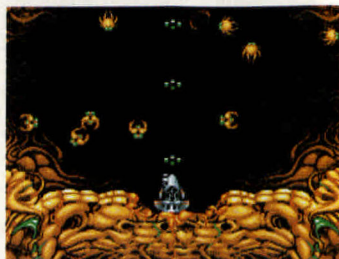
And wait for it! There's an end-of-level guardian on each stage (gosh, horror) that will make your life a little bit harder than you would have preferred. These guardians are pretty tough though and you will have to learn by trial and error how to take them out with the small number of weapons that you have at your disposal.

Oh, and I almost forgot. There's a lubbly jubbly intro at the beginning akin to the type that you might have seen on just about every game that's been released by Psygnosis, although it doesn't quite seem to have that little something that those clever chaps at Psygnosis usually manage to incorporate into their well known masterpieces.

OVERALL
SCORE
77%



Throw everything at these zig-zagging robots or you'll end up 'brown bread'.



Blast your way through walls that obstruct you always aware of nearby aliens.



The end-of-level guardians can pose quite a threat, but with a little practice you can soon see them off. This one bit the dust in no time!

Frenetic



A C T I O N I N F O



FRENETIC
CORE £20.99
TEAM: ROB TOOLE

Core are one of the major names in the software industry, with some excellent games under their belt, so what happened with Frenetic? The graphics and sound are first class and to look at the game is extremely good. But once you start to play it you realise how sluggish the gameplay really is. The monsters just don't seem to work very well and the action stays at a particularly slow pace. The scrolling is also a bit blurred when it's going fairly fast. Sorry Core, but it's just not up to your usual standard.

LEAGUE RATING

34 GHOST BATTLE

35 FRENETIC

36 PREDATOR II

S H O O T ' E M - U P

086
AMIGA
ACTION



Before you start shooting anything at the beginning of the level, collect the weapons that are floating off the bottom of the screen.

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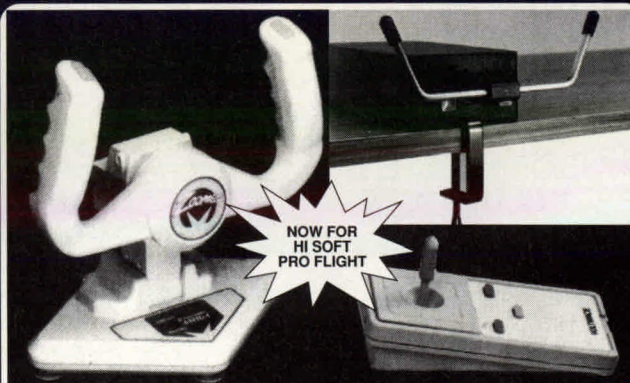
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Tangram

ACTION INFO

TANGRAM
THALION £25.53
TEAM: THOMAS BEHRENS



Tangram is just so unbelievably simple, and it becomes very repetitive after just a few goes. As for the graphics and sound, well, the graphics are brilliant; it's just a shame that there's no variety to them. The sound, I'm sure, is out of another game. It's a wonder anyone could have played Tangram let alone bother to program it.

LEAGUE RATING

36 SAINT 'N' GREASIE

37 TANGRAM

*** ROCK BOTTOM ***

PUZZLE AND QUIZ



The bonus level looks a bit harder than the game until you realise all you have to do is simply pair the similar looking blocks together.

PUZZLE AND QUIZ



Only a couple of issues back we reviewed Go, a game that didn't really prove to be a breakthrough in 16-bit standards and didn't strike me as a game that would appeal to many. But the manual quite certainly stated that millions of oriental people loved it.

Tangram is yet another one of these puzzles that, although very simple, proves to be exceedingly addictive and extraordinarily hard. The basic idea is that you to take a few shapes (two big triangles, two small triangles, one medium triangle, a square and a rhombus to be precise) and fit them into a shape that has been made previously.

Even if you do find this fairly easy due to an extremely high intellect (or just because it is as easy as it sounds) the game has over 200 pre-designed picture-type shapes. On top of this there are two levels of difficulty to make it even harder for you clever-clogs.

NAME	LEVEL	POINTS
TANGRAM	150	1200000
TANGRAM	125	1000000
TANGRAM	100	450000
TANGRAM	80	400000
TANGRAM	50	350000
TANGRAM	30	20000
TANGRAM	20	15000
TANGRAM	10	12352
TANGRAM	5	10000
TANGRAM	0	0000

If you want to get your name at the top of the high score table you're going to have to complete about 150 levels. Personally I couldn't handle more than 25 in one go.

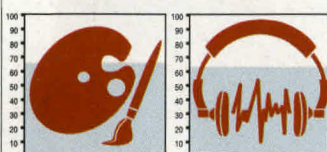


At the beginning of the game the various shapes that you have to fill look like little fish and other cute things, but later on they don't really look like anything.

The Ball Game

ACTION INFO

THE BALL GAME
ELECTRONIC ZOO £25.99
TEAM: LANCE MASON



The Ball Game is quite different from any other puzzle game on the Amiga. The four player mode is greatly appreciated, but the unbelievably slow and repetitive gameplay lets it down. Although the four player mode makes it a little more interesting you still have to wait for every other competitor to play in between your move.

LEAGUE RATING

33 SPORTING TRIANGLES

34 THE BALL GAME

35 SAINT 'N' GREAVSIE

PUZZLE AND QUIZ

PUZZLE AND QUIZ

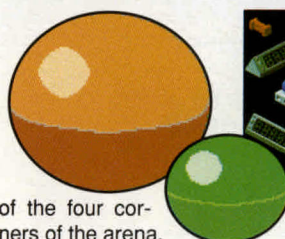
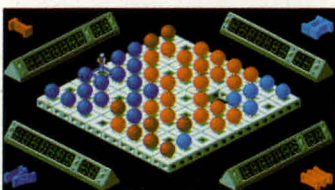


Thinking back a few years, puzzles were in the minority among a wide range of arcade style games.

These days the market is flooded with brain teasing products and to keep up with the current trend, Electronic Zoo have jumped on the band wagon and created a game that up to four players can participate in.

You control one of the four elements: Earth, Fire, Air or Water. If one of the elements is not controlled by a human, the computer automatically takes over. Each competitor begins the game in one

Towards the end of a conflict the action becomes tense as one bad move could lose you several points. Once each player has no teleports left, the game ends.



of the four corners of the arena.

The game is played on a square arena made up of 64 platforms, each of which has a points value. The object is to form several balls, preferably on the higher valued platforms. The player with the most points, not balls, wins the game.

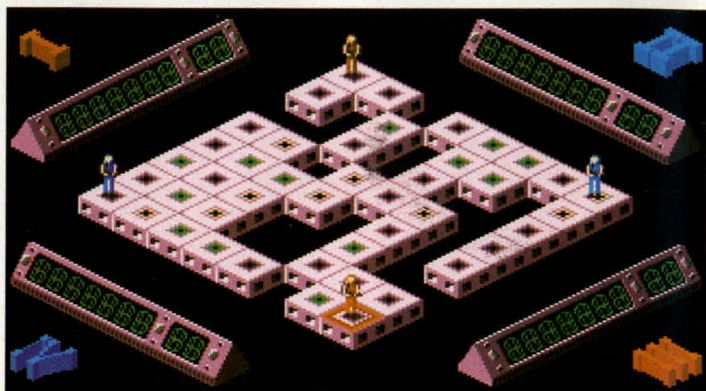
Each player in turn, can get (Below) At the start of the game, each competitor is sent to his respective corner. Your first task is to create some balls and attempt to dominate the arena.



The gameplay remains very similar throughout, even though there are around 100 different levels to complete.

around the arena using three moves. If you simply move to the platform next to you, a ball is formed on the location you've just vacated. Move two squares away and your element will jump and paint the surrounding balls to your colour. If you select the square you're stood on, you'll be teleported to another random platform.

OVERALL SCORE
60%





CDTV QUERIES

After having an Amiga 500 now for two years, I am seriously considering investing my money on a new CDTV unit and I would unfortunately have to sell my Amiga. I am just wondering if you could answer some of my questions on the subject as I have read various computer magazines in the search of truth.

- Will CDTV have better sound and graphics than the Amiga?
- Will CDTV catch on in Britain and are software developers eager to invest and develop software?
- Many experts say that CDTV is basically an Amiga 500 with a CD-ROM drive attached. To what extent is this statement true?
- How much will all this cost?

I would be extremely grateful if you can help as I think there are many more Amiga users in the same situation. Finally, the magazine is great and I hope you can keep it up.

Stephen Crane, Evesham

At the moment we've seen very little of what the CDTV is capable of, so it's very difficult to say whether it will have an impact on the games world. Anyway, here are the answers to your questions:

- In terms of sound, the CDTV will be infinitely better, simply because it's possible to play music from a normal CD. Also, because of the huge storage capacity, there will be plenty of room for large samples. Technically, the graphics won't be improved upon, but you should see a lot more variety in them simply because the discs are so big.
- It's impossible to say at the moment whether CDTV will catch on. It certainly faces stiff competition from CDI and at the moment, most software developers are taking no risks, until of course, they're sure of a large user base.
- Yes, the CDTV is basically an Amiga with a CD-ROM drive attached.
- As yet, we've no information on the price of games, but the actual CDTV unit will knock you back around £600.

Our advice is to stick with the standard Amiga for the time being. In time, all your questions will be answered in full and no doubt, the price will have dropped even further too.

LET'S GO GREEN

I feel I must write to publicise what in the software industry is becoming more and more relevant.

That is, the wasteful nature of software packaging. Why on earth are software houses so obsessed with putting their latest releases on the shelves in the largest box they can find? It is so wasteful and in these times of environmental awareness I would call on everyone to protest at this waste of materials for no justifiable reason.

Some software companies even package their games in large boxes to begin with, then reduce the size of the box considerably when the game has been out for a while.

I know that some products require large boxes to house the documentation, but titles such as *Captive* and *Nightshift* have no possible reason.

How can these software houses hold their heads up when all they do is waste the Earth's natural resources?

Martin Power, Rotherham

This is a very interesting point. The reason software houses do this is to give the product an initial push, as around 80% of a game's sales are achieved in the first month. Once everybody knows about the game and the sales begin to fall, the size of the box is reduced so the companies in question can cut its costs.

I must agree that the whole process is a complete waste of the environment. In the record industry many artists and recording companies have taken to printing the sleeves of records and CDs on recycled paper. Maybe it's time for the software industry to move in a similar direction.

AMIGA BODY-BUILDING

In the past few issues of *Amiga Action*, I've noticed an increase in the number of games that require one megabyte of memory. Having decided to purchase one, I was wondering if it was worth paying extra for the official Commodore 501 ram expansion? Also, will I have more memory available for programs in Amiga Basic?

Gary Birch, Levenshulme

No, it's definitely not worth spending the extra cash on the 501 RAM expansion, simply because you can get hold of other models for around half the price and the quality remains the same.

However, if you're feeling lucky and you fancy getting hold of an upgrade for absolutely nothing, why not turn to the *Wonderland* review in this very issue and try and win yourself one!

Yes, with an expansion board fitted, you will have more memory for Amiga Basic programs.

NO MORE FREEBIES

I read with astonishment in another magazine, that nobody will be allowed to place full-priced games on magazine covers. Giving away free games was good for the consumer while it lasted and probably did companies more benefit than they dared let on. For instance, it gave the readers a chance to play a good, elderly game which, having being swallowed up by new releases and other competition wouldn't sell.

Now, if magazines were distributing cover disks of *Lemmings* or *Robocop 2*, this would be cause for serious complaint.

Stuart N Hardy, Sheffield

It appears from the letter that you seem to have missed the point. Software companies wanted ELSPA to bring in the ban on full games because it was affecting software sales in general, simply because people needn't buy full price games any more if the latest magazines

were giving away moderately older games for nothing. Budget houses especially, were suffering, as their latest releases were on par with those found on coverdisks.

THE IRON CURTAIN

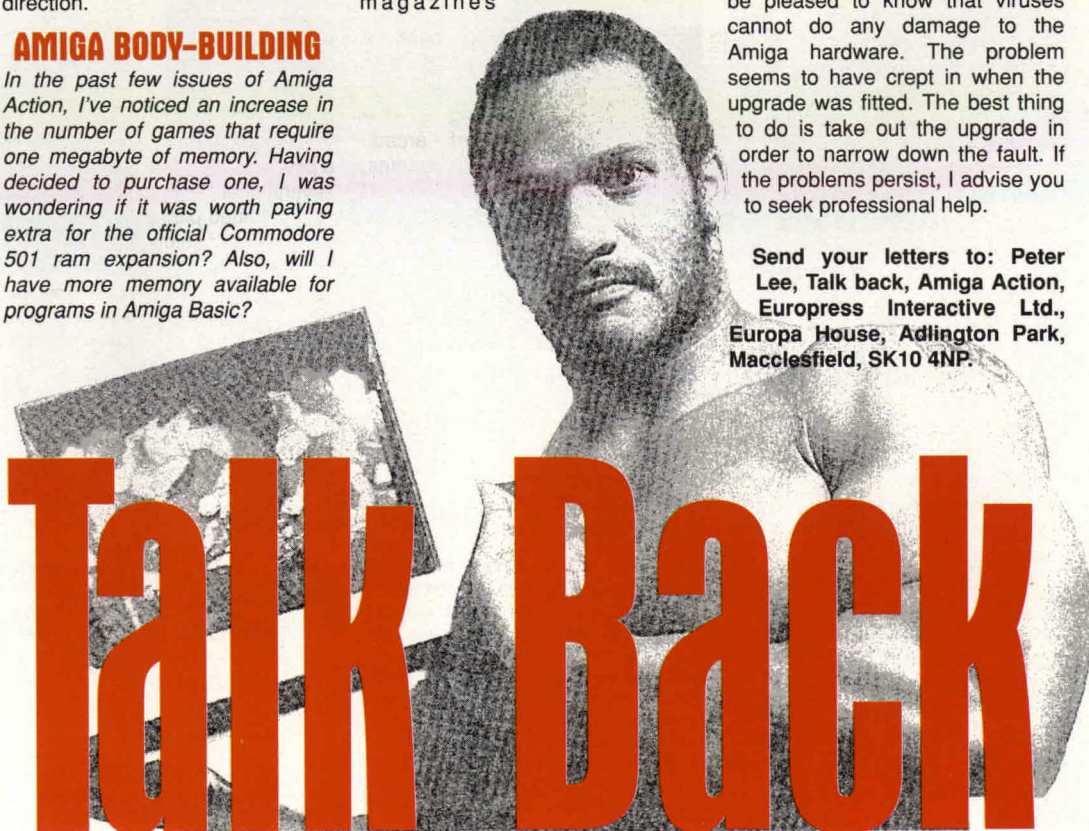
I live in Warsaw, Poland. Three years ago I bought a ZX Spectrum Plus computer and I enjoyed it very much. But now I have an Amiga 500 with colour monitor and external drive. What a change!!! I have some problems:

1. Recently I have bought ram memory expansion with clock. I installed a clock switch, which protects clock from trash. I said trash because in Poland we have programs from stocks with viruses and many trash. So, I bought clean programs because I thought my Amiga would only eat very fresh food. Expansion and switch were installed by a man, who had private firm and Amiga service. But now, when I reset my computer the power led began to flash and I can see recoverable alert, like guru meditation. I phoned the man who installed the expansion and he said that the trash games had ruined my Amiga memory. Is my Amiga good or bad? Please help!!!
2. The strangest of things. I borrowed *Wings of Death* and the screen began to shake. What is going on? Is it the blitter? Maybe! Oh no! More faults, have I computer with more faults. F-18 *Interceptor* stops. Why? Oh no! What is wrong with my Amiga? I believe that you can help me, because you are Amiga Action!

Jakub Sandecki, Warsaw

Once you've calmed down you'll be pleased to know that viruses cannot do any damage to the Amiga hardware. The problem seems to have crept in when the upgrade was fitted. The best thing to do is take out the upgrade in order to narrow down the fault. If the problems persist, I advise you to seek professional help.

Send your letters to: Peter Lee, Talk back, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Macclesfield, SK10 4NP.





SHOOT 'EM-UP



You are a rather roughly toughy mercenary, an ex barbarian, who has got himself into a bit of trouble. Without realising you have walked straight into the middle of an evil wood, and now it is too late to simply leave, as you have aroused the attention of quite a few of the wood's nasties. On top of this you haven't even got any of your weapons so you're going to have to improvise with stones until you can find something better.

The game starts at this point, with you in the wood with nothing to protect yourself, apart from an endless supply of stones that you have in your pocket (oh yes and I nearly forgot, a few bombs as well). Now it's up to you to find your way out of this place or destroy the evil that is assailing you. Well, being the roughly toughy mercenary you decide to take on the evil beings in the wood (without a doubt the harder solution).

Fortunately, you can pick up some handy items along the way to help you out in the quest ahead. The most important to a mercenary like you are the weapons, but don't think that these items will be easy to get. Each of them will be protected by a particularly nasty monster who will fight to the end to defend it.

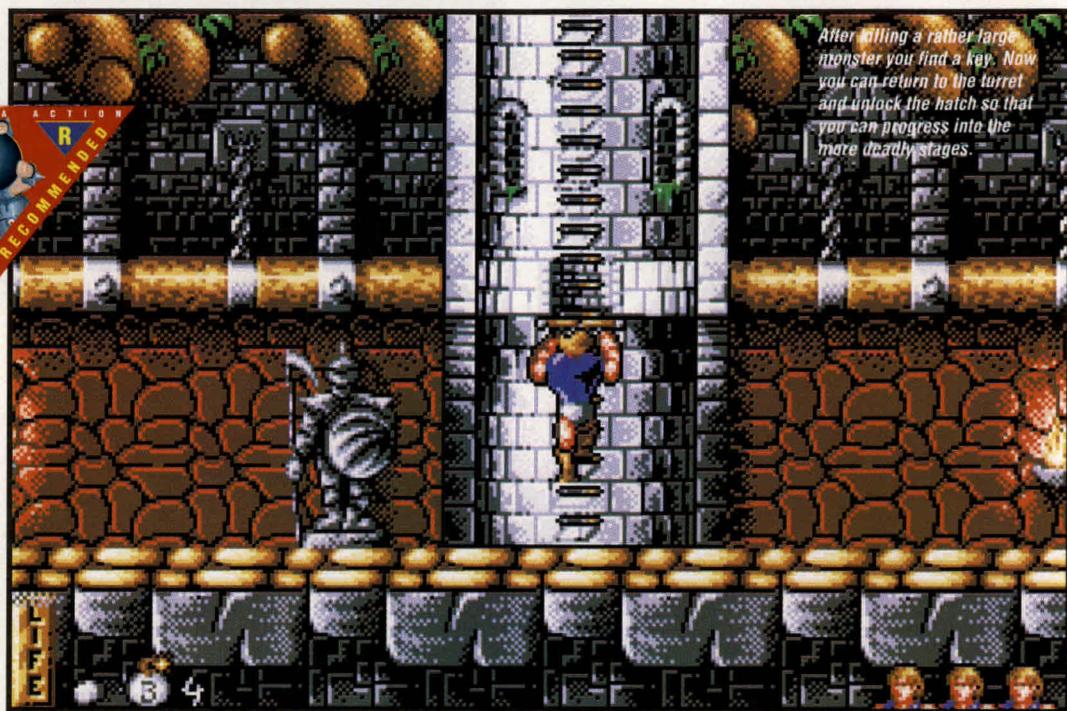
Some smaller monsters hold other smaller weapons such as bombs that can inflict quite a lot of damage when thrown. But remember that these bombs can only be used once, so use them wisely.

Sometimes these monsters guard other useful objects, for example a selection of keys and tools that will be needed to open numerous doors and other hindrances dotted throughout the five levels. If you happen to miss a particular key you will be stuck and until you find it you will not be able to progress any further. Pits and spikes also mar your path but these obstacles can fairly easily be dodged or jumped.

But the main problems you will face will come in the form of the numerous monsters that rush to attack you at every instant. There are plenty to see, each time getting that little bit more deadly. But with a keen eye and a strong hand you may just survive to tell the tale some-day sitting in front of the fire in your lovely little country cottage.



Ghost Battle



After killing a rather large monster you find a key. Now you can return to the turret and unlock the hatch so that you can progress into the more deadly stages.



At last you find a weapon that you can use instead of those awful stones. But don't think you've got it easy because the monsters will be that bit harder.



A map plots your progress through each of the five levels giving a small description to get you in the mood. But will you be able to survive the next stage?

A C T I O N I N F O

GHOST BATTLE
THALION £25.53
TEAM: ERWIN KLOIBHOFER

There were only two bad points in Ghost Battle. The first was the slow movement of the main sprite. The second was the abysmal manual. It read like it had been translated from Martian and at points I actually wondered if I was reading the German section. But with that said the game is pretty good and I enjoyed it a lot. The three difficulty levels don't make that much difference to the gameplay, but that's set well to start off with. Ghost Battle is a good little shoot 'em-up that I recommend you take a look at.

OVERALL SCORE
78%

LEAGUE RATING

33	STAR RAY
34	GHOST BATTLE
35	FRENETIC

SHOOT 'EM-UP



A zombie armed with a chainsaw comes running down the passage towards you. Personally if I saw something like that I'd give in straightaway.

DIAL - A - QUIZ

Presents **THE ...**

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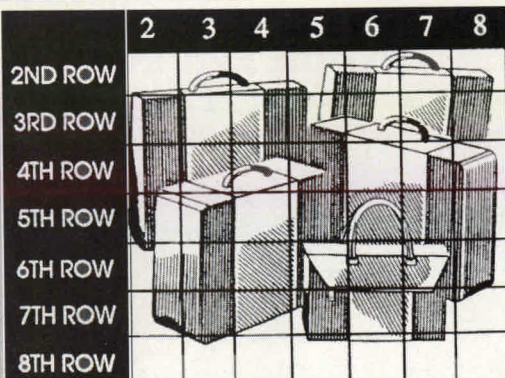
... SPOT PRIZES ... SPOT PRIZES ... SPOT PRIZES ...

JOYSTICKS, SOFTWARE & CASH

... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ...

For your eyes only ... STOP ...
Agents Hyde and Seek killed in action ... STOP ...
Sir Willoughby Smythe captured by Airport Security at
London's Heathrow ... STOP ...
Smythe's luggage said to contain quantity of stolen
Computer Prizes ... STOP ...
Your mission ... STOP ...
Find the Prize, answer the Question, and YOU could be
THE winner ... STOP ...

BEWARE! Some cases contain Knock-out Gas ...
If you find **THESE** ... You're out of the game ... STOP ...



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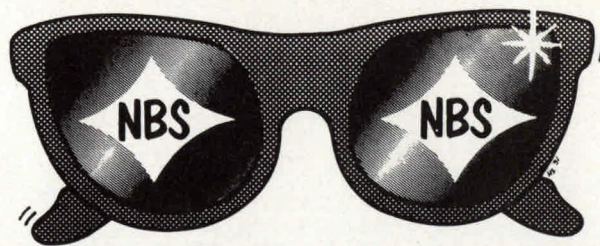
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NBS PUBLIC DOMAIN SOFTWARE



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LATEST PUBLIC DOMAIN

D267	BASS MEGADEMO		Powerful housey music throughout.
D270	GLOBAL TRASH BY SILENTS		Another great offering from the Silents.
D271	VECTRA: SINKING DEMAND (1 meg)		Slides, animations, and some strange but remarkable graphical effects.
D284	THE FLAME ARROWS: PLASMUTEX		..Ah Ha! Something a little bit special. Amazing dots. Super music.
D285	CASCADE MEGADEMO		..A good freaky Coma type part. Ends with a beautiful eye!
D287	DARKNESS MEGADEMO 2		Original loader. Demos are fair, though originality is sparse
D292/3/4	PAH! SIMPLE STUFF VOL 10/11/12 (1 meg)		..3 separate disks of the best demos around
D441	THE INVISIBLE WORLD		Who did you sleep with last night? No-one? Wrong, you had several million partners. See this and itch!
G167	GREAT GAMES VOL 2 (1 meg)		..The games are: Air Ace, Sea Lance, and S-Ball. All good.
G169	SERENE (1 meg)		..Game created with the Shoot'em Up Creation Kit.
G170	MEGABALL		..If you are into Breakout games, this one is a must. Its superb.
G171	ZEUS		..This is a simple but addictive puzzle game.
G173	GO LOOBY (1 meg)		..Cutey game created with SEUCK
G174	ASSASSINS GAME COMPILATION		..5 good games. Tanx, Rollerpede, Trinis, plus 2 more. Recommended.
G199	SEVEN TILES		..Superb, speedball type game. Brilliant quality. The best ever PD game.
H628	YET MORE CUTE ANIMATIONS 1		
N257/8	SILENT BLUEHOUSE MUSIC/GAMES		..(2 Disks Set) Certainly the best we have ever seen from the Silents.
N276	THE SECT: MEGA-CONCERT		..Very nicely presented mixed music disk. Good disk.
M288	AL PEPPI: WOOOAAAARRGH! NEW SHOES (1 meg)		..Excellent presentation, for this Thrashy music disk.
M293	METAL		..Thrash music from Tellyessin and Anthrax. Heavy!
P043	JUGGLER 2 (2 meg)		..Combination of the original Juggler and the Juggette demos.
P044/5	ANTI-LEMMING DEMO (2 disks, 2 meg)		..It is superb. Stealthy bomber meets the lemmings. Great humour.
U103	MASTER VIRUS KILLER V2.1		..Latest update recognises 124 Viruses
U603	NBS ESSENTIAL UTILITIES		..Sid, Virus Expert, Bootmenu, Powerpack, Disksalv, Bootinfo, Setkey and copiers.

MORE THAN MUSIC (M269)

Another of the brilliant music disks from
ALCATRAZ. Well over 10 mins long, a
must for all Amiga music fans. Great
animated intro, do not miss it.

CHAINSAW SLIPPERS (S474)

A great piece of work from the weird mind of Steve
Cooper. A digi picture 'comic' about the revenge of
'Thatcher' and how she mutilates into Hilda Ogden!
Great creepy music too. (Cert. PG)

WWF SLIDESHOW (S460)

Weird Science bring you a great
slideshow of all your favourite WWF
wrestlers. All in super Hi-Res Colour too.

MINT CONDITION (H616/7)

A brilliant set of animations which are all amusing
jokes. Good artwork, and a good 10 mins of
entertainment. Some jokes may offend! 2 disk set,
1 meg required. (Cert. PG)

LATEST AMOS LICENCEWARE

AMOS Licenceware £3.50 per disk. A proportion of this goes to the author.

L001	(ART) COLOURING BOOK		(1 meg) Title says it all. Great fun for the kids.
L004	(GAME) THINGAMAJIG		(1 meg) Simple jigsaw puzzles written for children. 24 in all.
L005	(GAME) JUNGLE BUNGLE		(1 meg) An icon driven adventure game, again, written with children in mind.
L006	(GAME) PUKADO		(1 meg) A good game of good quality, and what licenceware should be all about.
L007	(GAME) 4 WAY LYNX		
L008	(EDUC) WORK AND PLAY		(1 meg) 3 Educational games for children. Telling the time and Maths.
L010	(EDUC) THE WORD FACTORY		(1 meg) A spelling and memory game. Good reviews but I'm not impressed.
L011	(GAME) GO-GETTER		(1 meg) A good computer version of what would make a good boardgame. Worth a look.
L012	(GAME) HYPNOTIC LAND		(1 meg) Similar to Klax, but balls not blocks.
L013	(GAME) JIGMANIA		(1 meg) More jigsaw fun, inc. construction kit.
L014	(EDUC) PLAY IT SAFE		(1 meg) A great idea to teach safety in the home to young children. Exceptionally good idea.
L016	(GAME) REVERST 2		..An updated and much improved version of this classic game.
L017	(GAME) DOGFIGHT 2		(1 meg) A game for up to 8 players but 6 of them have to crowd around the keyboard. Hectic!
L019	(GAME) X-IT-50		..An original game concept. Well presented and complete with level designer.
L020	(UTIL) WORDY		..A wordprocessor written in AMOS! Lots of facilities and Epson compatible for printing.
L021	(QUIZ) QUIZGO		(1 meg) A quiz/bingo game. 3000 questions!!
L022	(UTIL) LCH10 FONTS		..Useful utility to install 10 extra fonts into your LC10 or LC200 printer.
L023	(GAME) ESP		..Fascinating puzzle game, move around the board to collect the letters E, S, and P.
L024	(GAME) THE SHINING WAY OF KUNG FU		(2 disk set, 1 meg, £5.50) Good beat 'em up.
L025	(GAME) THE MISSION		(1 meg) Excellent text adventure game written in the classical style.

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NBS.....HERE TODAY.....AND HERE TOMORROW TOO.



Before the Tornado can go anywhere it must be brought out of the hangar and positioned on the runway. Mastering ground steering is a basic requirement.

The mission planning screen allows you to play the part of the navigator as well as the pilot. Once you've selected your waypoints, sit back and let the auto-pilot do the work.



Lag Pursuit Roll:

The pursuing aircraft transfers across the track of a turning aircraft by executing a barrel roll.

The Scissors:

The scissors may be performed horizontally or vertically downward in which case it is the ultimate game of Chicken.



The aircraft has undergone various technical tests and is ready for take off. All it needs now is for you to make the final pre-flight checks.



Maximum ground speed is reached and it's time to leave the runway. Gradually pulling back on the mouse, the Tornado soars skyward. Always remember to raise the undercarriage.

Low Speed Yo-Yo:

The low-speed, or low-g, yo-yo again results in a tight turn. However, because of the low entry speed, the aircraft is pointed towards the ground, with the wings unloaded, to accelerate rapidly. The pilot is then in a position to roll towards his quarry and pull out of the drive using higher g. This manoeuvre could be used to break the stalemate of a turning dogfight where both aircraft are close to stalling and unable to pull high g without gaining speed.



Proflight



FLIGHT SIM

During the Gulf war, the air attacks over Iraq caused widespread damage and gave Saddam Hussein little

chance to recover. If Iraq could have launched its own air defence, the allied air attacks would have been quelled and the outcome of the war may have been different. Unfortunately for the enemy, they couldn't launch their own aircraft, simply because they didn't have any runways. A number of low-level bombing missions by the RAF's very own Tornados, ensured the airfields were constantly unusable.

Proflight gives you the chance to climb into the cockpit of the Panavia Tornado and fly what is currently the world's fastest low-level aircraft. At 2,000 feet, it can reach speeds of Mach 1.2 and at higher altitudes it's capable of Mach 2.2. At the other end of the spectrum, its advanced swing wing technology allows it to fly considerably slower, and therefore it can achieve incredibly short landings. This impressive array of statistics

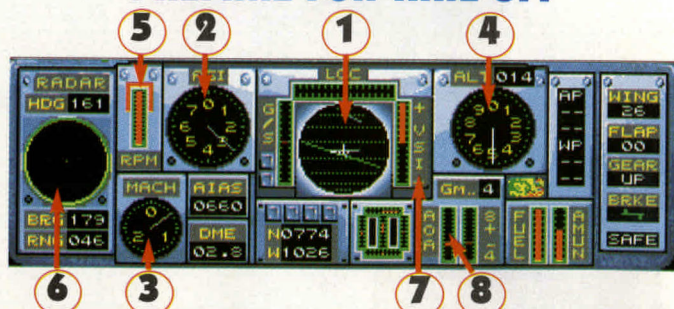
makes the Tornado one of the world's finest aircraft.

Proflight comes in a massive box and is packaged with a ring bound manual to give even the most technically minded among you a serious headache or two. You'll be glad to know that it's divided into various sections, so you can skip through the parts you don't wish to read. There's also a quick tour section, so you should be airborne in no time at all.

If you follow the guided tour, the first thing you must do is program the computer auto-pilot. Unlike other simulators, this plays a vital role in the planning of any mission. It allows you to program waypoints and select targets by moving around a cursor and storing its coordinates. You can also define at what height the aircraft should be when it reaches the desired destination.

Once the waypoints are set and you're familiar with the controls, it's time to take to the skies. Whether you decide to watch the demonstration flight first to give you some idea of how the aircraft per-

PRE-FLIGHT CHECKS OK PREPARE FOR TAKE OFF



1) ARTIFICIAL HORIZON: One of the most important instruments. Its function is to indicate the roll and pitch of the aircraft, relative to the horizon.

2) AIRSPEED INDICATOR: This instrument displays the airspeed in knots. The lift generated by the wings depends upon the airspeed reading.

3) MACHMETER: Expresses the speed of the aircraft as a fraction of the local speed of sound. This does vary depending on the altitude.

4) ALTIMETER: Gives an indication of the current height of the Tornado. For low-level purposes an additional digital altimeter is provided for accuracy.

5) ENGINE THRUST: Displays in RPM the current engine thrust. The instrument is divided into two sections: hot and cold. This informs you of whether the engine is running with reheat.

6) RADAR DISPLAY: Used to establish the position of enemy targets which are currently within the range of the radar.

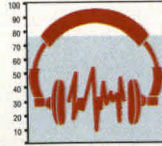
7) VERTICAL SPEED INDICATOR: Shows the rate of climb or descent of the aircraft, but it is possible to reach speeds that exceed the indicator.

8) ANGLE OF ATTACK INDICATOR: This displays the current angle of attack. That is, the angle which the air flow hits the wings of the aircraft.



PROFLIGHT

HISOFT £39.99
TEAM: NICK BROWN



With so many flight simulators around at the moment, it's very surprising that this is the first to simulate the Tornado. Hisoft must be congratulated for choosing this aircraft and for making the brave decision of producing a technically accurate simulation, rather than jumping on the bandwagon and writing a graphically stunning game. If you're new to the world of simulators, this one may come as a bit of shock, but with a bit of practice, you'll begin to realise what a thoroughly playable and serious game this is.

LEAGUE RATING

8 GUNSHIP

9 PROFLIGHT

10 INTERCEPTOR

F L I G H T S I M S

forms is entirely up to you, but sooner or later you'll have to take control yourself.

Controlling the aircraft is achieved using either the mouse or joystick, although you'll have to access the entire keyboard if you want to take complete control. Pushing forward or pulling back on either the mouse or joystick will alter the height of the aircraft, while left and right movements will bank the Tornado accordingly. As this is a true simulator based on exact flight equations, the controls are very responsive. If you find the controls to sensitive, you can tone them down a bit with a single keypress.

When you're flying there's a million and one things to keep your eye on. The cockpit display dominates the lower half of the screen and is a mass of dials and information. If it all gets a bit too much for you, or you lose control of the aircraft, you can always turn on the auto-pilot that will take you to the

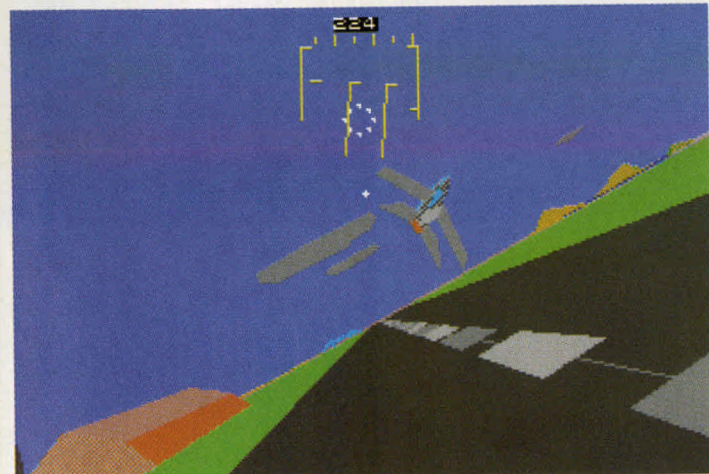
currently selected waypoint.

The upper half of the screen contains the outside view from the cockpit which is displayed in filled 3D vector graphics. This view can be changed to display other views such as, outside the aircraft.

Once you've learned the basic controls and feel confident enough to land, you could take on the combat mode.

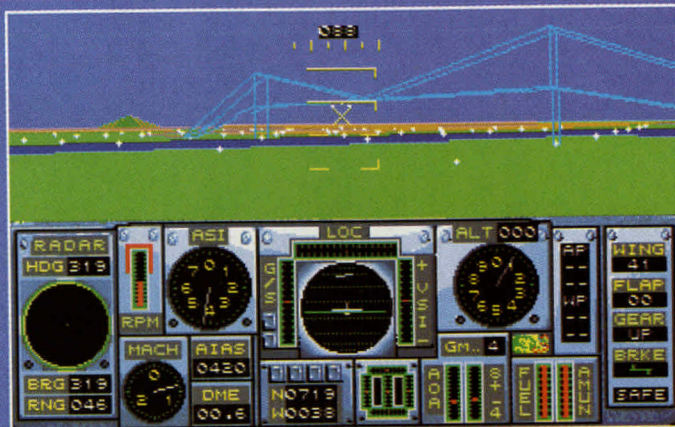
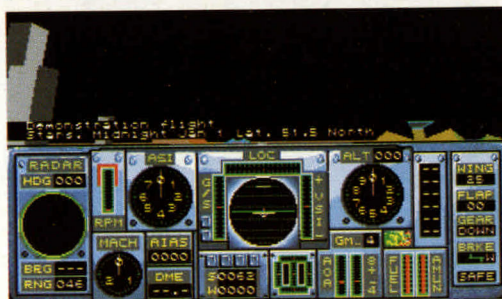
The objective of the current Proflight combat mode is to destroy all the enemies' air and ground targets by flying a series of missions. Several weapon systems are available, ranging from the 27mm cannon to the 500lb high explosive bombs. If a mission goes wrong, you can always eject. Although it's unlikely that you'll be very popular with your superiors if you write off a multi-million pound aircraft.

OVERALL
SCORE
85%



(Above) For a more spectacular view of the Tornado, why not switch to an outside view and watch the action from the rear camera.

(Left) Just like in real life, the stars can be used as a navigation aid. However, they're only visible at dusk or during the night.



The first waypoint is reached successfully and the Tornado will circle the target repeatedly until the auto-pilot is turned off or a new waypoint is selected.



High Speed Yo-Yo: It could be used to an advantage when aircraft crosses in front of you and turns towards you to prevent you from getting onto his tail.

The auto-pilot immediately takes you to the next waypoint - a row of ground targets. You open fire with the 27mm cannon and successfully destroy a building.



After completing a successful bombing run, you pull up immediately in a desperate attempt to avoid a fatal crash. Luckily, you avoid the tower blocks and head for home.



Landing is sometimes the hardest part of any mission. The Tornado makes this slightly easier as it is equipped with an Instrument Landing System.



High-g Barrel Roll: In this manoeuvre the quarry attempts to make the pursuing aircraft, which is overtaking fast, overshoot. The air brakes are used and throttles closed in order to decelerate rapidly while pulling.



There are plenty of opponents to play, all of them a challenge. They start off easy but become very hard. Let's hope you learn some good moves.



We all remember the classic Walt Disney film, Tron. Yes, that's right. The one where the bloke gets zapped into a computer and then has to fight for his life to get out again. But do you remember the two arcade games that were made from the story line of the film, one of which (Discs of Tron) was very similar to Disc?

You are a young man who has just joined the league of Disc gladiators. At the moment you are classed as just a novice, but there are many games ahead in which you will be able to prove yourself and rise through the ranks of the gladiators towards the supreme goal of the Great Guide. But you are not the only one who has his heart set upon becoming the ultimate gladiator, so you will have to fight with all your might to end up the victor.

There are several ways to win a match. The most common is to simply wait until the time limit runs out, and if at that point you are doing better than your opponent you will win. The other two ways are more deadly. Each player has a certain number of hit points which are reduced if you are hit by a disc. Too many hits and you will collapse forfeiting the game to your opponent.

The last way is the longest. Behind your opponent is a wall with eight panels. By throwing your disc at these panels you can make them weaker until they are eventually destroyed, thus removing a piece of the floor your opponent is standing on. Keep this up and eventually all the floor tiles will disappear and he will fall and lose the game.

However, the wall has another purpose. Every now and then while you are playing the game a question mark will appear on one of the tiles behind your

Disc

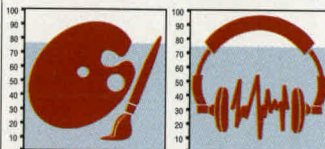


opponent. If you manage to hit it with your disc a special bonus will be awarded. This bonus usually makes your disc faster or more deadly but this effect only lasts for a little while so make the most of it while you can. And don't let it fall into your opponent's hands or he will gain the bonus and probably end up making short work of you.

OVERALL
SCORE
75%

ACTION INFO

DISC
LORICIEL £24.99
TEAM: ALEXIS WINOGRADOFF



When you first play Disc you will notice straight away how addictive it is. Although there isn't a lot to the game it is very appealing and fun. However, I felt there was just too little to it and although it was addictive it soon became very repetitive. The computer opponents do become harder but they are all the same when it comes down to it. Disc is a fun game, but I feel that there just isn't enough variation in it.

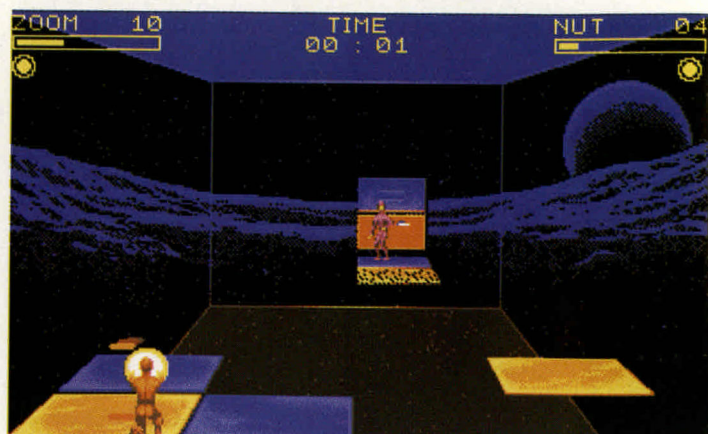
LEAGUE RATING

20 GRAND MONSTER SLAM

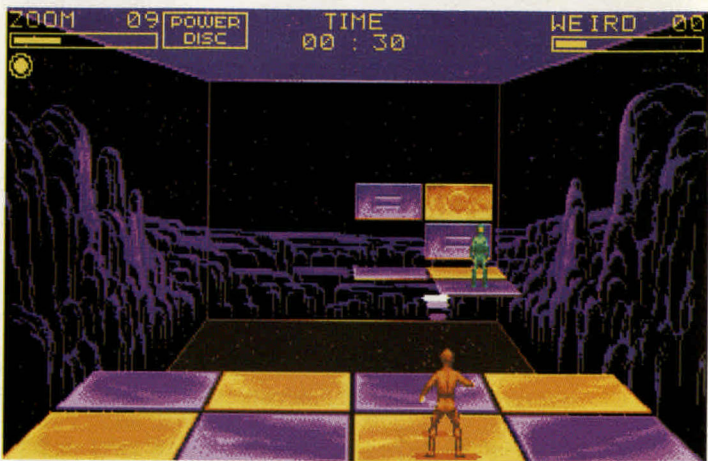
21 DISC

22 ZANY GOLF

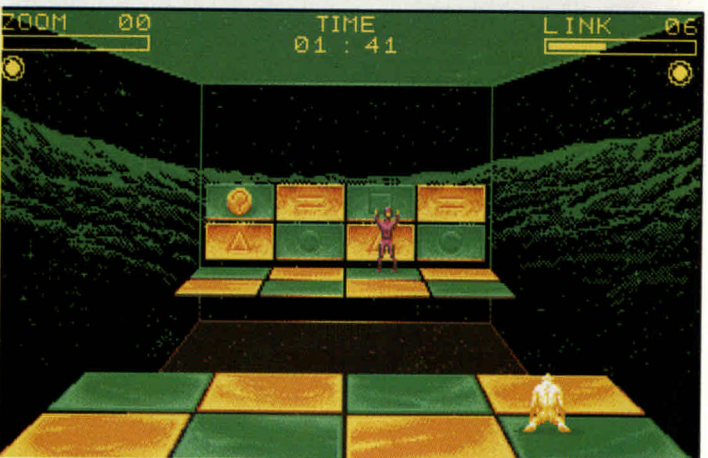
S P O R T S I M S



You're not totally defenceless. If the opponent gets hold of your disc you can still protect yourself and your tiles by using your shield.



With not much floor left your opponent will have to be careful where he moves. One false step and he'll fall into the abyss. But at least he hasn't got so many tiles to protect.



You'll have to be careful when catching those discs or you'll end up like this poor chap - with no energy and the game being won by your enemy.



Just to ruin your tactics a man with a shield appears in between you and your opponent. You'll have to watch out now and make sure he doesn't rebound your disc straight at you.

The Are you confused by CLI?
Baffled by backups?
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Now your problems are over.

WORKSTATION

It's no secret that the Amiga is the most powerful home computer of them all. What has remained a mystery for most newcomers is how to make the most of its immense potential. Now the answer is here: **The WorkStation**. A floppy disk packed with everything you need to take the hassle out of harnessing the inbuilt power of your Amiga.

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Heart of The WorkStation is a powerful shareware package called SID. When you use it you can say goodbye to faceless blank screens and complex commands. Instead your mouse takes full control. Fiddle with files, display text and graphics, sample sounds, uncrunch archives... all this and more with just a click of a mouse button.

Aspiring artists: Here's the package you've been waiting for! Using nothing more than your trusty mouse you can now freeze and store any Amiga screen that runs under Workbench. Grab screens from your favourite PD game and "edit" those high scores using any popular paint package.

Putting print to paper? The WorkStation disk includes a superb text editor. This powerful package has an unashamedly no-frills approach to producing and formatting professional looking text that would be envied by many of the more expensive commercial products.

The WorkStation has a fully configured dynamic recoverable ram drive which acts like an extra invisible drive to your standard Amiga drive because it is very flexible and goes easy on memory.

PLUS! PLUS! PLUS!

As well as all these superb features The WorkStation also includes a wide range of programs designed to make life with your Amiga a whole lot easier. There are simple solutions to everyday problems, such as mouse utilities which display screen co-ordinates and give your rodent a much needed speed boost.

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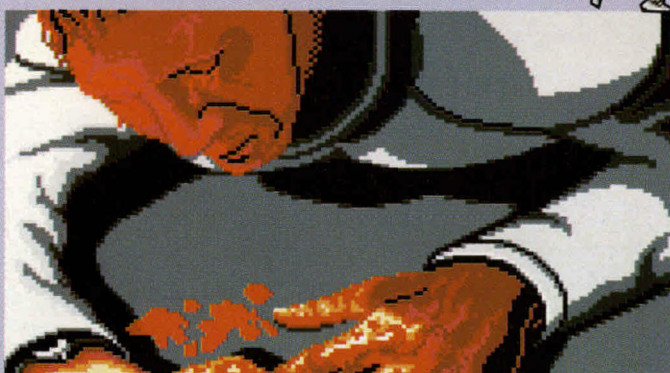
£3.50

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easy-to-understand
manual

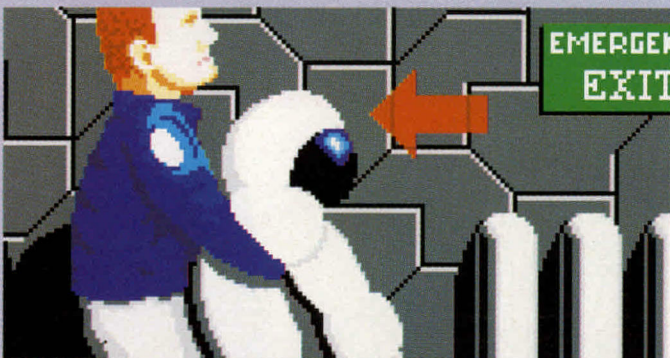
Chaos in Andromeda



You stand in front of the Agency wondering what has happened over the last couple of months and why you can't remember?



Only a few flashbacks and the loss of your sight indicate that this is not some kind of Agency test to prove your loyalty to them.



All you remember is being saved from the wreckage of the burning star cruiser, although you don't know how it was destroyed.



And then the painful weeks of recuperation in hospital as your eyesight was restored by surgeons with the latest in artificial optics. It's time to find out what's been going on?



The past few months have been particularly strange and even now you can't work out what has really happened. The only things that have stopped you going insane are the few flash backs you keep having and your superiors at the Agency.

As far as you can remember with the information from the Agency you had been in some sort of star cruiser crash. How it happened you can't remember, but it was in that crash that your eyesight was lost due to the blazing heat.

Luckily your body was recovered from the wreckage before any more damage was done. Next thing you can remember is being in hospital undergoing a high-tech operation to repair your sight with the artificial optics, the latest breakthrough in technology.

Now you're back at the Agency and you've already been assigned to your next mission. All you can do is carry on with things as they are and hope that the rest of your memory returns.

Taking on the role of this rather confused agent it's up to you to complete the mission assigned to you by the Agency and work out what happened in the months that were erased from your memory.

Your mission is a dangerous one and requires you to journey to the planet of Andromeda, where an important scientist has gone missing. This scientist is the missing link to a plan that will bring peace to the entire galaxy. You never know, he might be your missing link as well?

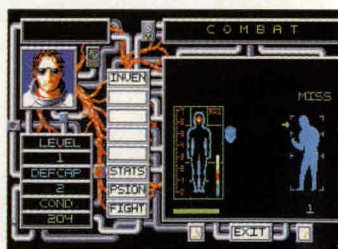
Before you begin the action you have to work out your character's statistics in true role playing style, a style that seems to be seeping into all sorts of games nowadays. With just a few skill points to play about with you have to build up your character in the fields you think he might need on this mission.

Andromeda will cause you a lot of problems. The game map is very large and the number of people that seem to be against you is huge. But occasionally you'll find a friend who will provide the clues that will hopefully lead you to the scientist, and peace for the galaxy.

OVERALL
SCORE
66%



Your mission starts from where your spaceship has just landed. But don't go running off just yet as there are a few objects to be picked up.



There are plenty of fights just waiting for you to find them. But you can't take that much damage so if you can get out of a scrap, do so.

A	C	T	I	O	N	I	N	F	O
 CHAOS IN ANDROMEDA ON LINE ENTERTAINMENT LTD £24.95 TEAM: KIRK MORENO 									

Computer games are always going through phases where every one that hits the shelves seems to have the same sort of thing in it. At the moment a lot seem to have an RPG type character sheet in them where you have to decide what your character's skills are going to be like. *Chaos In Andromeda* is suffering from this same problem, and the game could work just as well without it. As for the gameplay, well it's not too bad but it does tend to get rather repetitive. Not a game I would recommend.

LEAGUE RATING

46 OMNICRON CONSPIRACY

47 CHAOS IN ANDROMEDA

48 BADLANDS PETE

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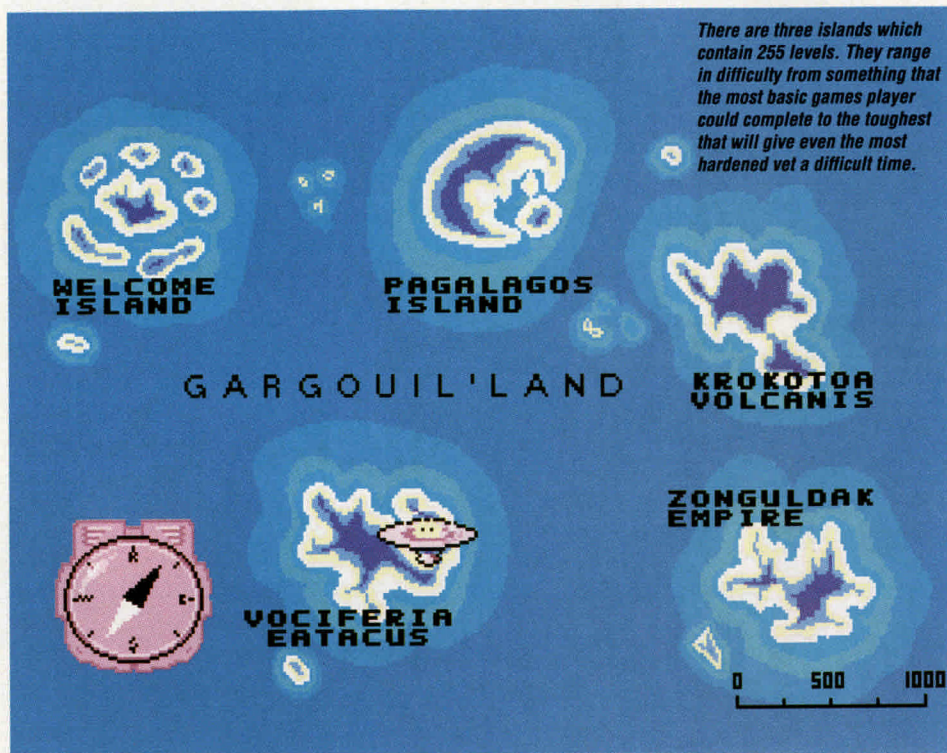
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AA Aug 91



There are three islands which contain 255 levels. They range in difficulty from something that the most basic games player could complete to the toughest that will give even the most hardened vet a difficult time.



This construction kit is a basic feature which has been added from the original version of the game. You can create your own personal levels and make them as easy or as hard as you like.



Instead of alternative turns you can fight the nasties as a pair which makes things much easier. You can see the ghost emerging to destroy Skweek, but it won't have much chance with Skrouch there as well.



A pretty character welcomes you to her shop but they're not always so normal. At least there is a range of useful weapons.

Super Skweek

SHOOT 'EM-UP



The thrilling game, Skweek, was released 18 months ago by the software house Loricel. Now the

little bundles of furry fun are back with a follow up which involves running round the screen decorating tiles and neutralising beasties just like the original Skweek, but this up-to-date version has a few extra features.

The first is a neat construction kit which allows you to create your own levels. You can add your own beasties or select the number of tiles to put on your level. You can make the level as easy or as difficult as you like. This feature is fool proof and easy to use.

Also in this sequel two players can enjoy running round and painting tiles together, instead of alternative turns like on the original.

There are 255 levels altogether which have been spread out over three islands, each a little bit harder than the previous. While raiding these islands you'll stumble over a number of tiles which will turn from grey to pink or when stepped on will explode, disappear, change to a different object, colour large areas of the island or allow you to enter a shop.

Here a strange character welcomes you and you can buy from



him a host of useful items. Weapons range from a choice of lasers, four or eight directional fire systems and a zig zagging bullet, to a weapon which paints the tiles that you shoot, allowing you to

(Left) Here is one of the levels which was chosen by the computer, using the random game option. There are lots of different tiles and nasties which you can destroy. Watch those eyes – they are very crafty.



A C T I O N

SUPER SKWEEK
LORICEL £25.99
TEAM: L. ARDITI

I N F O

When you take into account the large number of levels, there is no way anybody could become bored with this game. The graphics are reasonable but the background colours are a bit o.t.t. The sound is above average, especially the intro tune. The gameplay is very flexible with the joystick controls being easy to master. It is a little childish but you just try completing it and you will find out it's harder than it looks. The construction kit is also a very useful feature. Definitely a good blast with action all the way.

LEAGUE RATING

24	SHADOW DANCER
25	SUPER SKWEEK
26	BATTLESTORM

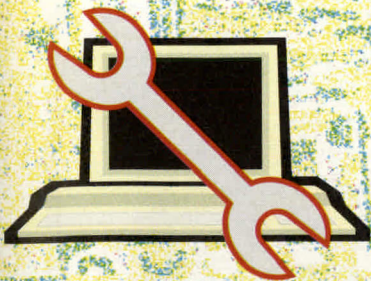
SHOOT 'EM-UP

cover five or six tiles at once.

You can also buy other items to aid you in your quest. A clock will give you more time, a shield will protect you, or you could be come invisible if you really want to. Each item is selected using an icon system. Remember though, all these items costs zargs which you collect while covering the island. Do you have the wad to shop 'till you drop?

After completing all levels on the island you face a mean monster. This gigantic terror requires a fair number of shots to destroy. Only after you have dealt with this foul demon can you progress to the next level, but are you man enough to face the challenge?





TECH → SPEC



This time I'll be taking a closer look at the occasionally infuriating info file. This is the element within any Workbench friendly disk that provides the icon that when double clicked will find and load its parent program.

TOOL TYPES TUTORIAL

Changing tool types is simple: just click once on the icon and then hold down the right button. Now highlight and release on info which you'll find in the first pull-down menu.

After a brief pause the info file will appear. If the icon in question belongs to a program or utility which refuses to load it usually means that the tool types need to be changed.

On its original disk the info file may have been in the same drawer as its parent and as a result wouldn't need go looking around in order to execute. However on your new disk the main program may be in your c directory while the info is the root directory.

To change the tool types to suit the new disk first click on *Delete* to remove any old text then simply click on *Add* and type the new path which in our case would be: `sys:c/`

This tells the info file to look in the c directory of the system disk for the parent program. The `sys` tells the Amiga to look in the c directory of the boot disk for the program. As a result you must boot from this particular disk to access the program from its icon. When you're happy with the new tool types click on *Save*.

If you prefer to use the program with other disks it's advisable to keep both info and parent in the same drawer and leave the tool types empty. This allows the program to be run no

• Next month I'll be looking at a few techy utilities that any would be Amiga enthusiast shouldn't be without. So until next time bye for now...

(Right) The info screen in all its glory. Simply add the path and off you go!

Are you sick of clicking on icons to find nothing but errors?
If so Paul Austin has the answer to some tricky
double clicking problems.

matter which disk booted the machine.

Perhaps the most common problem concerning info files is that of docs. Once a document is transferred to another disk they rarely work. This is because all such project icons access

other utilities to display their files.

In the case of docs a text viewer such as PPmore is needed to display the Ascii text which makes up the document. To read docs on the new disk simply copy a viewer into the c directory

and alter the tool types of the documents info file:

`sys:c/"viewname"`

If you now re-boot with this disk or any other disk with this particular viewer in its c directory you should be able to read the document without any problem.

GRITTING TO GRIPS WITH THE BASICS

OK, if you want any program to appear as a point and click graphic it must have an info file and in most cases it's listed directly below the parent program. Both files must share the same name with the only difference being the .info directly after the info file itself.

Everything contained on a disk that appears on screen must have an accompanying info file. This applies to disk icons, drawers, programs, projects the lot!

For example let's say you have a program and an info file called Bloggs that you know work perfectly well on an old disk but for some reason won't appear at all when transferred

into a new directory on a second disk. If it worked perfectly before, why not now?

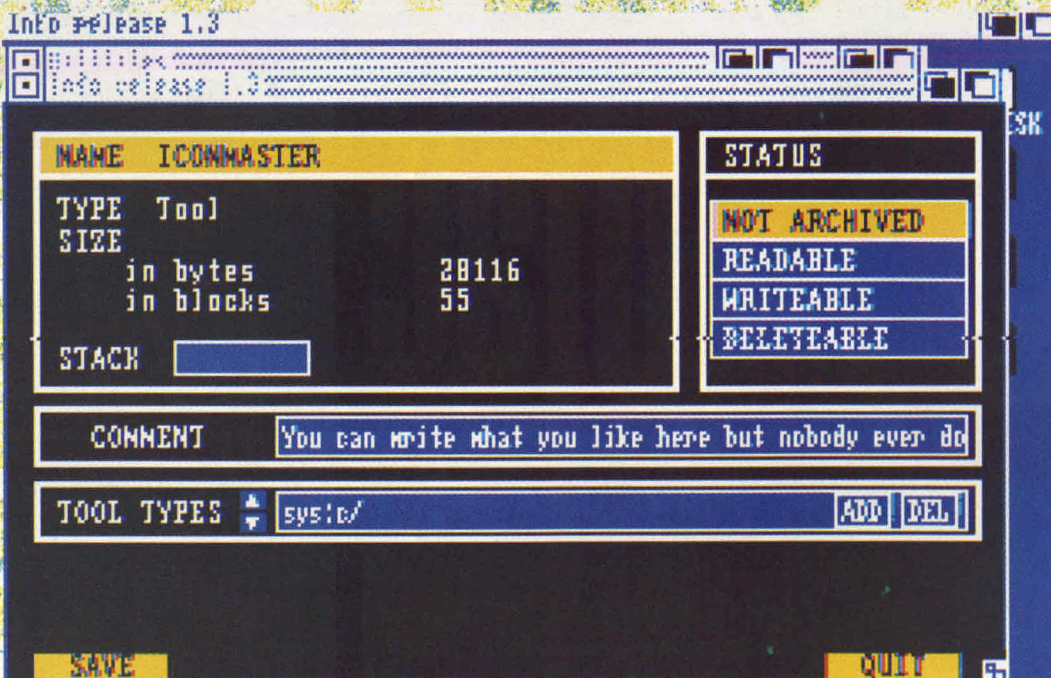
It's because the new drawer must have its own info file before it can reveal the Bloggs icon inside. So every time you create a directory that uses icons it must have an info file added. Just like a room must have a door, a directory or drawer must have an icon.

The easiest way to create a drawer icon is to copy an info file from another drawer and rename it. If you do copy info files always remember to copy those of the same type, for example drawer to drawer, disk to disk. If you copy a disk to a drawer or any other possible

combination it won't work.

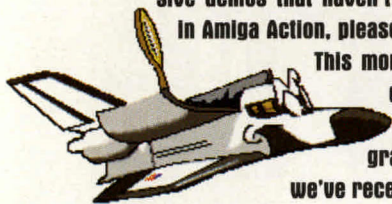
It's not always necessary to have both the info and parent file together. They can be separated but if they are, the correct path must be added to the info file for it to find the main program.

The obvious question is: Why separate the two? Well in most cases there's no need but occasionally it's useful. For example if you're creating a disk with several drawers that all require a particular utility a single info file could be copied into each drawer. As long as the individual info files know where to look for the parent it could be run from any of the icons spread around the disk.

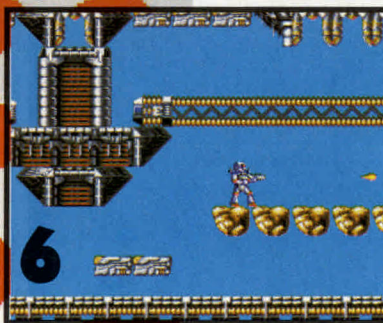
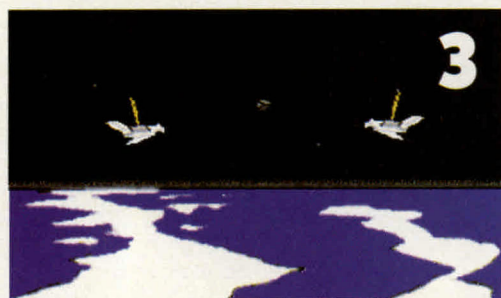


With so many Public Domain libraries around it's very difficult to keep track of the latest demos. If you've got any graphically impressive demos that haven't been featured in Amiga Action, please send them in.

This month has seen a drop in the number of graphical demos we've received.



DEMO



1 This month we've received a lot of excellent music demos, including this one from Ultimate PD. Titled the KGB megademo, it features a pop video style backdrop, including some wicked line animations.

2 More Classy Animations from NBS features the new cult hero, Chuck. If you've got a one meg Amiga, you'll be able to catch up with Chuck's latest adventures in several sweet animations. Also on the disk is a rather gruesome torture chamber sequence.

3 Another one megabyte only demo from NBS is Shuttlecock. Written by the up and coming Eric Schwarz, it features two cutesy space shuttles participating in a game of Badminton. The shuttlecock is a space satellite. Unfortunately though, the demo is extremely short, which is a shame because the actual content is very good.

4 Garfield makes his long awaited return on the Comtazia megademo collection supplied by Ultimate PD. Once Garfield's out of the way, you can also check out the three other demos on the disk, all of which are pretty unimpressive.

5 The Bass Megademo features even more good music and some very impressive psychedelic Copper effects. Various music tracks and some wonderful scrolling effects make this demo one of the best musical demos available in the Public Domain. This is a demo that's well worth sending off for.

6 The Timex Hypra Demo supplied by NBS features several mediocre demos, all linked by a ripped off platform game selection method, resembling Turrican. The music that accompanies the demos, does provide a little consolation, but the lack of originality cannot be covered up.

Ultimate PD, Dept (AAF1), 44 Festinog Road, Gabalfa, Cardiff, Wales, CF4 2QS. Tel: 0222 617201

NBS, 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH. Tel: 0983 529594; Fax: 0938 821599

Crazy Joe's, 145 Effingham Street, Rotherham, S65 1BL. Tel: 0709 829286

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DEMOS

- D001 WALKER 1 (1 Meg) Classic anim
- D002 WALKER 2 (1 Meg) Brill anim
- D003 WALKER 3 (1 Meg) Nice pair of legs
- D004 COOL COUGAR (1 Meg) Cartoon quality anim
- D005 OBSCENE 5 (2 Disks) Naughty phone calls
- D006 AGATRON SLIDES 1, Good slideshow
- D007 X-WING ANIM (1 Meg) Another good one
- D011 ANTHROX VIOLENCE DEMO, Funny & original demo
- D012 REBELS MEGADEMO. Get this disk
- D014 SPACE ACE DEMO (1 Meg) Cool!
- D015 UGLY MUG GOES FOR A SPIN..
- D016 X-WING 2 (1 Meg) Another good anim
- D017 GHOST POOL (1 Meg) Check it out
- D023 STEALTHY 2 ANIM. Amazing anim
- D024 A.L.F. DEMO. Do the ALF rap
- D028 BUDBRIN MEGADEMO (2 Disks) Totally Fab, get it
- D031 RAIDER OF THE LOST ARK ANIM (1 Meg) Brill
- D032 JUGGETTE ANIM (1 Meg) The Juggler's wife
- D033 OBSCENE 2. More obscene phone calls
- D034 PORSCHE ANIM (1 Meg) Fantastic
- D036 CAR CHASE (1 Meg) Amazing, get it
- D037 GYMNASIUM ANIM (1 Meg) Very good
- D039 FRACTAL FLIGHT (1 Meg) Wow!!!!!!
- D041 AGATRON SLIDES 10. Amazing artwork
- D045 ARSE WIPE ADVERT. He, he, he, very funny
- D046 GARFIELD SLIDESHOW. Meeooww, good
- D047 RAF MEGADEMO (2 Disks) Amazing Ghostbusters part
- D048 END OF THE CENTURY MEGADEMO 2. A cool disk
- D050 THE X-MAS SONG (2 Disks) (XXX) Hilarious
- D052 WE WANT SOME PUSSY RAP (XXX) No comment, he, he
- D054 FILLET THE FISH. Puggs in space style demo
- D056 SCOPEX MENTAL HANGOVER. Get this now!!!
- D059 RED SECTOR MEGADEMO (2 Disks) Get this as well!!!!
- D060 EDDIE MURPHEY DELIRIOUS (2 Disks) (XXX) Funny!
- D061 EDDIE MURPHEY DELIRIOUS 2 (2 Disks) (XXX) Funny!
- D062 RED SECTOR CEBIT 90. Get this one!
- D064 PUGGS IN SPACE. Very good
- D067 LOTUS & UNICYCLE (1 Meg) Now a classic anim
- D069 NIGHTBREED SLIDESHOW. TV quality pictures
- D070 SAFE SEX DEMO. Funny, but harmless
- D074 DREAM PACK. Includes the amazing POI POI demo
- D076 OBSCENE 3. Even more dirty phone calls
- D077 GOOD MORNING VIETNAM. Yippee
- D082 MONTY PYTHON "NUDGE NUDGE" (2 Disks/2 drives req.)
- D086 HARD CRACK GRAPHICS. Nice music & picys
- D088 SILENTS MEGADEMO. Brill loader, just get it
- D092 GOLDFIRE MEGADEMO. Get this or else!!!!
- D095 OUTSIDERS ACID DEMO. One for acid freaks
- D106 SCIENCE 451 MEGADEMO. Very good
- D109 NO BRAIN, NO PAIN (2 Disks) Good
- D111 CRUSADERS BACTERIA. Brill music
- D118 CRONICS MEGADEMO. Includes famous Madonna demo
- D127 CHUBBY BROWN (XXX) Funny disk
- D129 INTUITION MEGADEMO. Good stuff
- D134 SLIPSTREAM - GARFIELD DEMO. Check it out
- D136 PUNK CROC CREW MEGADEMO. Includes NEIGHBOURS
- D138 BRUCE LEE SLIDESHOW (3 Disks) Fans only

- D145 FAST CARS SLIDESHOW. For fans only
- D146 MAGICIAN & RUNNER ANIM (1 Meg) Good stuff
- D147 NEIGHBOURS SLIDESHOW. With captions added. Funny
- D148 VIZ CALENDAR SLIDESHOW. Good
- D150 WINDSURFER ANIMS (1 Meg) (2 Disks) Very cool
- D151 ROBOPOL 2 SLIDESHOW. For fans
- D152 KIM WILDE SLIDESHOW. For fans only
- D153 EPIC GAME DEMO (1 Meg) Brill, Fab, Amazing!!!!
- D154 TOTAL RECALL SLIDESHOW. Fans only
- D158 OPERATION VARK, OPERATION WOLF Look-a-Like
- D160 EXODUS REAL 3D. Amazing 3D pictures
- D163 PROBE SEQUENCE (1 Meg) Been on tele
- D167 KNIGHT ANIM. Good stuff
- D168 HORIZON MEGADEMO. Good
- D169 BUDBRIN MEGADEMO 2. Get it now!!!!
- D174 NEWTEK 1 (2 Disks/2 drives req.) Fantastic
- D176 JASPER CARROT. Fans only
- D177 NEWTEK 3 (2 Disks/2 drives req.) Yahoo!
- D178 OBSCENE 1. The first of the series
- D181 NASA PICS. Good slideshow
- D184 DRAGONS LAIR 2 (1 Meg) Check it out
- D185 WRATH OF THE DEMON DEMO (1 Meg)
- D186 TEAM SUZUKI DEMO. Rolling demo of game
- D187 BATMAN THE MOVIE (1 Meg) Good funny anim
- D188 DEMONIAK DEMO (1 Meg) Good stuff
- D189 SIMPLE STUFF. Good demos
- D190 IRAQI DEMO (1 Meg) Very, very good
- D191 COOL CARS. Amazing pictures
- D194 PROLOGIC PARTY TIME. Sit back & be amazed
- D205 WALKER 1 (2 Disks/2 Meg) The big one
- D206 WALKER 2 (2 Disks/2 Meg) Another big one
- D207 EQUAMANIA 2 & DRUNKEN SKULLS. Good
- D209 TRON ANIM (2 Disks/1 Meg) Amazing, Brill
- D217 SLYCATH DEMOS 1. 5 cool demos
- D222 MAGNETIC FIELDS HYSTERESIS. Fantastic
- D223 HAM INVASION. Amazing pictures
- D224 ANARCHY SYSTEM VIOLATOR. Mega cool
- D225 SLYCATH DEMO COMP 2. 6 brill demos
- D226 CRONICS TOTAL DESTRUCTION. Brill
- D228 TOP GUN DEMO (2 Meg/2 Disks) Good
- D229 PHENONENA MEGA DEMO II. Brill!
- D231 2 Disks KGB MEGA DEMO. Amazing!
- D237 SILENCE GLOBAL THRASH. Awsome
- D243 SCOPEX DEMO DISK 132. 1 Meg includes a cool Simpsons demo

GAMES

- G001 STAR TREK 3 (2 Disks) The Best
- G002 SPACE BLITZ. Cool
- G003 RETURN TO EARTH. Space trading!
- G004 ADVENTURE GAMES. Text Adventures
- G005 YELP. Arcade Game
- G006 BREAKOUT CONSTRUCTION KIT. Good
- G008 BOARD GAMES, Monopoly etc
- G019 MIXED GAMES
- G010 WHEEL OF FORTUNE. Like TV Prog
- G011 YAHZEE. Popular dice game.
- G014 BUCK ROGERS. Shoot-em-up
- G015 STAR TREK (3 Disks/2 Drives Req) Cool
- G016 TENNIS (1 Meg) Includes speech
- G017 PSEUDO COP GAME. ED209
- G019 PARANOID. Breakout game
- G020 TRAIN CONSTRUCTION SET. Good fun

MUSIC

- M002 ROGER RAMJET RAP. Long & good
- M006 HE SWEARS A LITTLE BIT (2 Disks/2 drives req.)
- M011 D-MOB MUSIC 2. Cool music
- M012 D-MOB MUSIC 4 (2 Disks) Good music
- M013 ENEMIES MUSIC 3. Some great music
- M014 REBELS MEGABLAST. Robotic style tunes
- M020 NEWTONS MUSIC DISK. Great equalizers
- M021 KYLIE MINOQUE "MADE IN HEAVEN" (2 Disks)
- M022 AMIGA CHART MIX 3. Good music
- M023 TITAN TRAX 1. Great, beaty music
- M024 CRUSADERS FREEKED OUT. Well ard disk
- M025 H.C.C. JARRE SHOW. Get it
- M026 AMIGA CHART MIX 5. More brill music
- M028 COMIC STRIP. Nice silly songs
- M029 D-MOB MUSIC 3. Good stuff
- M030 VISIT TOXTEETH. Take a trip to Toxteth
- M031 POPEYE MEETS THE BEACHBOYS. Funny
- M033 DEREK & CLIVE (2 Disks/XXX) Funny
- M034 TOTAL REMIX (2 Disks) Very funny
- M035 DIGITAL CONCERT 2. Get it now!
- M036 DIGITAL CONCERT 3. Get this as well!
- M037 DIGITAL CONCERT 4. And this!
- M038 DIGITAL CONCERT 5. As above
- M039 DIGITAL CONCERT 6. As above, as above
- M040 RAF MEGA MIX 1. Cooool!!!!
- M042 BAT DANCE REMIX. Nice
- M045 MIAMI VICE REMIX. Good
- M048 SOUND ATAX. Plenty of good tunes
- M049 BEN ELTON. Very funny
- M051 POWER REMIX. Nice disk
- M054 SOUND OF SILENTS. Good stuff
- M055 GET UP. Cool long sample
- M057 D-MOB MUSIC 1. Good
- M061 DEPECHE MODE MUSIC. Fans only
- M062 RAVE BY HACKTRICK (1 Meg) Accidd
- M064 SOUND ATAX 2. 10 cool songs
- M070 SCOPEX'S BEAST MUSIC. Brill
- M072 H.C.C. MUSIC DISK 1. Very good
- M075 100 GREATEST C-64 TUNES. Brill
- M077 BOMB THE BASS. Well ard
- M081 FLASH (2 Disks) by Queen
- M091 4-MAT MUSIC. Cool music by 4 MAT
- M102 DEBBIE GIBSON (2 Disks) Electric Youth Sample
- M105 ALIEN NATION. Aural Ectasy. Good beaty stuff.
- M112 JARRE REVOLUTIONS. Cool Jarre Music.
- M114 BETTY BOO! Just doing the do.
- M116 LAND OF CONFUSION by Genesis
- M120 HEAR THE DRUMMER. Get wicked
- M121 BAND AID 2 (2 Disks) Long sample
- M125 RAF Megamix 2 (2 Disks) Mega Cool
- M126 AMIGA CHARTS 2. Nice music mix.
- M127 AMIGA CHARTS 6. Very Good
- M134 MIAMI VICE THEME (4 Disks). Very long
- M136 LAUREL & HARDY (2 Disks/2 Drives). Fans only
- M138 SIMPSONS - DO THE BART MAN (3 Disks) Cool
- M140 MADONNA. Justify my Love. Good
- M141 DIRTY DANCING. Nice music sample
- M142 AMAZING TUNES 2 (1 Meg/3 Disks) Brill, Get it.
- M143 TWIN PEAKS THEME. Fans only
- M147 JARRE LIVE. 11 cool songs
- M154 DON'T TOUCH IT. Funny song
- M156 POWER OF LOVE (2 Disks) Long sample
- M157 808 STATE REMIX. Good weird music
- M158 STUDIO MUSIC 1, 15 cool tunes
- M159 STUDIO MUSIC 2, 12 cool tunes
- M160 STUDIO MUSIC 3, 11 cool tunes
- M161 STUDIO MUSIC 4, 12 cool tunes
- M162 STUDIO MUSIC 5, 12 cool tunes
- M163 STUDIO MUSIC 6, 17, yes, 17 cool tunes
- M164 STUDIO MUSIC 7, 15 cool tunes
- M165 STUDIO MUSIC 8, 9 cool tunes
- M166 STUDIO MUSIC 9, 15 cool tunes
- M167 STUDIO MUSIC 10, 11 cool tunes

- M168 STUDIO MUSIC 11, 14 cool tunes
- M169 STUDIO MUSIC 12, 16 cool tunes
- M170 STUDIO MUSIC 13, 13 cool tunes
- M171 H.C.C. MUSIC Disk 2, Includes ED THE DUCK.
- M173 CRUSADERS DOES GENESIS, Fantastic
- M174 SILENTS - Blues House (2 Disks) Get this Now.
- M176 SPACED OUT 2, Wicked

UTILITIES

- U002 U-EDIT WORD PROCESSOR - Good stuff
- U004 SOUNDTRACKER COLLECTION (3 Disks) Brill
- U006 COPY & CRACK TOOLS. Handy
- U008 DARKSTAR UTILS 6, Boots, Copiers & Packers
- U009 DARKSTAR UTILS 5, Rippers, Virus Utils & More
- U010 GHOSTWRITER & RAINBOW WRITER. Make your own demos
- U012 MEGA UTILS, 175 Utils & some Docs
- U014 FLEXY BASE, Powerful Database
- U015 GRAPHICS UTILS, Sprite editors & Docs
- U016 C MANUAL (3 Disks) Complete programming language
- U020 DOPE INTRO MAKER, Good stuff
- U021 ULTIMATE ICON DISK, Lots & Lots of Icons & Editors
- U023 WARRIORS CRUNCHER DISK, Loads of packers
- U024 SID CLI UTILITY. Very Very Good.
- U025 M CAD, Computer Aided Design
- U029 BACK UP UTILITY, Copier
- U030 GAME MUSIC CREATOR, Soundtracker look-a-like
- U031 SPEEDBENCH, Faster loading Workbench
- U032 FONTS VOL2, Loads of good fonts
- U033 CLIP ART FONTS, Use with your art packages
- U038 ALPHA FLIGHT DEMO MAKER, Needs CLI knowledge
- U039 AMIBASE 3.76, Cool database
- U040 FONTS VOL1, Load of fonts
- U042 FONTS DISK, Even more cool fonts
- U043 R.I.M. DATABASE, Good
- U044 MOBED, MOveable Oject EEditor, Cool
- U047 JAZZBENCH, Better workbench
- U048 VC SPREADSHEET, Good
- U059 CLIP ART, Use with art packages
- U062 ULTIMATE COPY & VIRUS KILLER DISK, the best
- U063 CLIP ART, Animals, carton, people & more
- U064 CLIP ART, Transport, people, buildings & more
- U065 PAGESSETTER CLIP ART, B&W art, works with art packs
- U066 C-LIGHT (1 Meg), Ray tracing package
- U069 NORTH 'C' 1.3 (2 Disks), The latest version
- U070 PASCAL, PCQ 1.1
- U071 METALION UTILS, Font designers & more
- U072 RIPPERS DISK, The best rippers disk around
- U073 SAMPLE EDITOR, Good
- U074 SOUNDTRACKER, 8 Channels, Wow!
- U075 TECHNO HIP HOP SAMPLES, Use with Soundtracker
- U076 MASTER VIRUS KILLER 2.1, The latest version
- U080 ST03, Instruments for Soundtracker
- U081 ST04, More Instruments for Soundtracker
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Late Kick Off

We haven't done too badly this month as not many games have managed to slip through our grubby paws. Unfortunately a few did and they should be given a full review, as per usual, in next month's issue. But just in case you impatient latest-release buffs can't wait that long here's a quick run down on what we thought about the late arrivals after a quick glance.



LLAMATRON LLAMASOFT — SHAREWARE

Jeff Minter has been programming games for about as long as I can remember, and although he might have the Mickey taken out of him quite a bit because of his weird ideas, he's still around while others have gone bankrupt.

The idea behind Llamatron is extremely old, coming from an ancient arcade game by Williams (the people responsible for Defender, another one of Minter's inspirations) called Robotron.

The game is quite easy to describe. You're a robot, in a room surrounded by other nasty robots. To win you have to dispose of the other nasty robots. That sums it up nicely.

HOME:

- Shareware product
- Extremely addictive
- Sampled sound

AWAY:

- Not much lastability
- Naff graphics



CHAMPION OF THE RAJ PSS — £25.99

India at the beginning of the 19th century. The Emperor's grip is weakening. All over the country rival factions bid for power. Sikhs prepare to battle against Moslems. Moslems argue with

Hindus, the British and French struggle to defend their trade. As the country is torn apart by anarchy, the Thugs — murderous worshippers of the goddess Kali — are the only ones who stand to gain.

This is your chance to change the course of history. Take the role of one of six contenders for the Empire — British, French, Sikh, Mogul, Gurkha or Hindu — and prepare to make India your own.

HOME:

- Should appeal to strategy fans

AWAY:

- Very slow



CRICKET SOUNDWARE — £29.99

Yet again we arrive at the start of yet another cricket season, and once more another cricket game has been produced to quell the fever that takes over a few sad individuals. So don your gloves and pads and prepare to be bowled over by Cricket.

Cricket puts you in control from the first title screen. Choose your team and train them up for the matches ahead. Position your fielders then get ready to whack the ball over the boundary. And don't forget the Umpire. He'll make sure everything is correct.

How can you go wrong with a game with a name as enthralling as Cricket (they could have at least thought up something more interesting).

HOME:

- Will satisfy any cricket fan
- Strategy and sport combined
- Sampled sounds

AWAY:

- One megabyte required
- Only suitable for cricket fans
- Poor graphics



CONFLICT: MIDDLE EAST SSI — £30.99

SSI have brought out a whole host of war games during their time, but most of the wars involved had finished and required you to see if you could change history and make the losing side win. But now they have provided you with a new concept.

The Arab/Israeli war has been going since 1973 and as yet it has still not finished. Take part in the primary invasion in 1973, commanding either the Arabs or Israelis. Or take part in the hypothetical 1990s scenario that will test your skills in modern desert war.

HOME:

- Will appeal to strategy fans
- Historically accurate

AWAY:

- One megabyte needed
- Not everybody's cup of tea



CRIME DOES NOT PAY TITUS — £25.53

OK! This town ain't big enough for the both of us. So it's up to you to choose one of two crooked families and take over the city. But who will you opt for?

Will it be the old Italians complete with fashionable suits, or the Chinese armed with the deadly chop stick? Well, the choice is yours, but either way you'll still have the police and the other family to dispose of.

Bribe, threaten and kill in an arcade adventure that will show you what it's like to be part of the Mafia. Can you prove that crime does pay?

HOME:

- Large game area

AWAY:

- Awkward controls
- A bit repetitive

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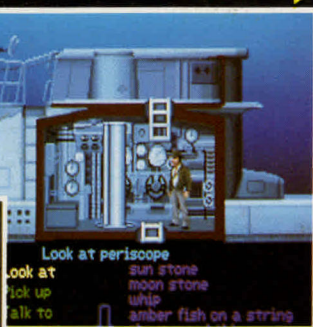
JUST IN TIME SAVES NINE (CARAT GOLD)

Just as we were about to finish this issue some very important news came in from US Gold so we have decided to make this And Finally... page into a news page. All the shots are taken from the PC version but they'll give you some idea of what the games will look like on the Amiga.

All of you Indy and Monkey Island fans will be pleased to hear that Lucasfilm Games are already writing the sequels. Indy 4 has been developed from a script written by Stephen Spielberg although there are no plans for a film as Harrison Ford has had enough of bumping into Nazis.

The game, set in the same style as the previous graphic adventure, will be titled Indiana Jones and the Fate of Atlantis and starts with a visit by a German

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Indiana Jones is back to his usual tricks but this time he's taken on more than he can chew. And he's bumped into his old friends, the Nazis. What adventures face him and how will he survive them?

stranger in possession of an ancient statue.

A key, that Indy recently acquired, fits the statue perfectly which reveals a small, glowing

bead. The German makes off with the statue and the key but leaves his coat behind which, of course, Indy takes. And this is where the adventure starts...



The second game is the sequel to Monkey Island called LeChuck's Revenge and is set in the same game environment of that employed by The Secret of Monkey Island.

Having seemingly destroyed

the evil ghost pirate LeChuck with an agitated bottle of root beer, Guybrush learns a harsh lesson in ghost disposal. He must destroy the evil fiend once again.

Us Amiga owners will have to wait until the first quarter of 1992.



If you ever saw G-Lock in the arcades you'll realise how good it is. US Gold are to convert the hit arcade game to the Amiga. The basic plot is similar to Afterburner, although US Gold have reliably informed us that G-Lock will not be a repeat of the conversion of Afterburner.

The screenshots shown here are only arcade ones but as soon as we have some Amiga shots we will certainly print them.

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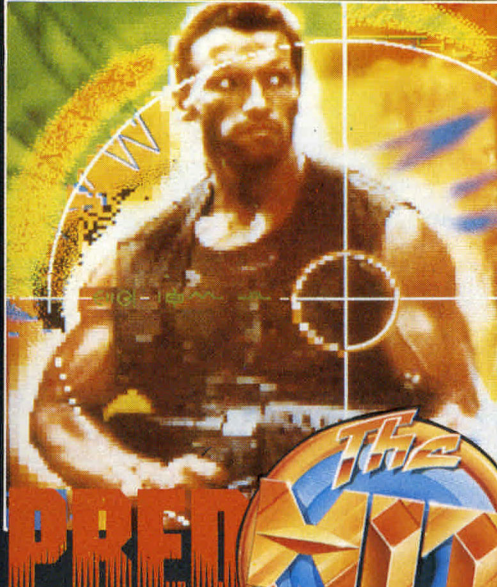
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Watch out for the September Issue.
On sale Thursday 15th August.

TAKE ON THE SQUAD

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